

ASKING ANAKIN | **EVIL DEEDS** | **THE OLD REPUBLIC**
MATT LANTER INTERVIEWED! | STAR WARS DARKEST MOMENTS | WE PREVIEW THE GAME THAT WILL BLOW YOUR MIND!



STAR WARS



**EXCLUSIVE
INTERVIEW!**

THE CLONE WARS
PRODUCER
CARY SILVER ON
SEASON TWO

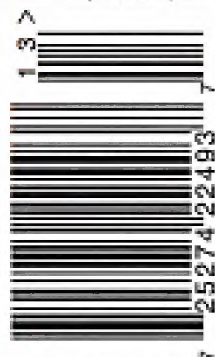
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EDITOR'S WELCOME

"Welcome! Let me be the first to wish you Happy Empire Day!"

—Palpatine, *Revenge of the Sith* novelization, Matthew Stover

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Villains! We love to hate them, but where would the *Star Wars* galaxy be without these guys? It'd be a far quieter place, and our heroes would have much easier lives, but somehow it'd be a lot less fun.

When the website totalscifi.com launched its poll for the most popular *Star Wars* villain, it seemed like the winner would be a foregone conclusion.

Although Darth Vader—who else?—was the eventual winner, it was a hard-fought contest. Perhaps before the release of the prequels things would have been more certain, but the chance to see the harrowing journey from innocent slave boy to embittered Sith Lord seems to have lessened

Vader's Force-like grip on his villainous title. Watch out Lord Vader—one day Asajj Ventress

or Cad Bane might just out-bad you!

This issue, we celebrate some of the saga's most notorious bad guys, from the cold-hearted villainy of Grand Moff Tarkin to the evil ambition of Darth Krayt. The saga



CLONED!

Jump to hyperspace and head for page 14 as we quiz *Star Wars: The Clone Wars* producer Cary Silver!



has delivered some truly amazing villains—experience their evil ways here!

Also this issue, we preview the upcoming video game *Star Wars The Force Unleashed: Ultimate Sith Edition* which introduces an all-new bad guy to the *Star Wars* galaxy, and shows what might happen if the forces of darkness were to triumph! Obi-Wan Kenobi and Luke Skywalker will quake in their boots!

Talking of video games, wasn't the trailer for *The Old Republic* fantastic? We loved it so much here at *Insider* that we couldn't resist presenting a special feature looking at the creation of that trailer! Is that a first?

May the Force be with you all.

Jonathan Wilkins
Jonathan Wilkins,
Editor



DOCKING BAY

THIS ISSUE...

"I AM BECOMING MORE POWERFUL THAN ANY JEDI HAS EVER DREAMED." —DARTH VADER, *REVENGE OF THE SITH*

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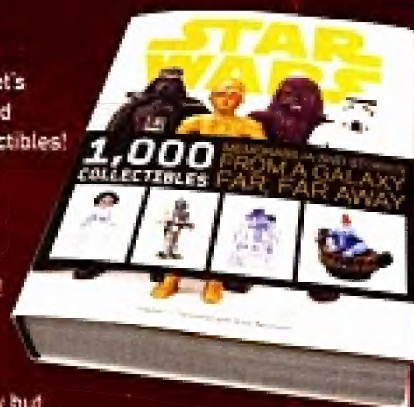


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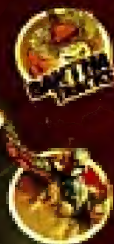
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Our tribute to the best fans in the world... you!



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Meet the lucky fans who have met the stars!

94 CLASSIC MOMENT

Darth Vader makes his entrance onboard the *Tantive IV*, and history is made!



LAUNCH

ALL THE LATEST NEWS, FUN, GAMES AND GOSSIP FROM THE STAR W

CAD BANE: BACK IN ACTION!

THE SEASON SO FAR...

The second season of *Star Wars: The Clone Wars* has kicked off in style on the Cartoon Network. Episodes so far have been:

HOLOCRON HEIST

Cad Bane infiltrates the Jedi Temple and attempts to steal an ancient Jedi Holocron. It's up to Ahsoka, Anakin and Obi-Wan to stop the bounty hunter from escaping with the valuable Jedi artifact.

CARGO OF DOOM

Anakin and Ahsoka intercept Cad Bane's warship, hoping to recover the stolen Jedi Holocron. But the Jedi underestimate the bounty hunter's cunning tactics.

CHILDREN OF THE FORCE

Cad Bane is given a new mission: Kidnap Force-sensitive children from across the galaxy and bring them to Mustafar for Sith training.

SENATE SPY

At the Jedi Council's request, Padmé investigates a Separatist conspiracy in the Senate.

LANDING AT POINT RAIN

Anakin, Ahsoka and Ki-Adi-Mundi lead a landing party to destroy a droid factory on Geonosis.

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Meet the baddest guy in the galaxy as we trace the mysterious life of

EMPEROR PALPATINE!



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Experience the *Star Wars* villains at their worst with

THE DARKEST EVIL DEEDS!

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STAR TOURS FLIES AGAIN!

Walt Disney Parks and Resorts Chairman Jay Rasulo has announced plans for a brand-new *Star Tours* attraction for the California and Florida parks in 2011.

The new ride will feature 3-D video and interactive elements as guests take a tour of many of the planets of the *Star Wars* galaxy. 🚀

GEORGE LUCAS JOINS HALL OF FAME!

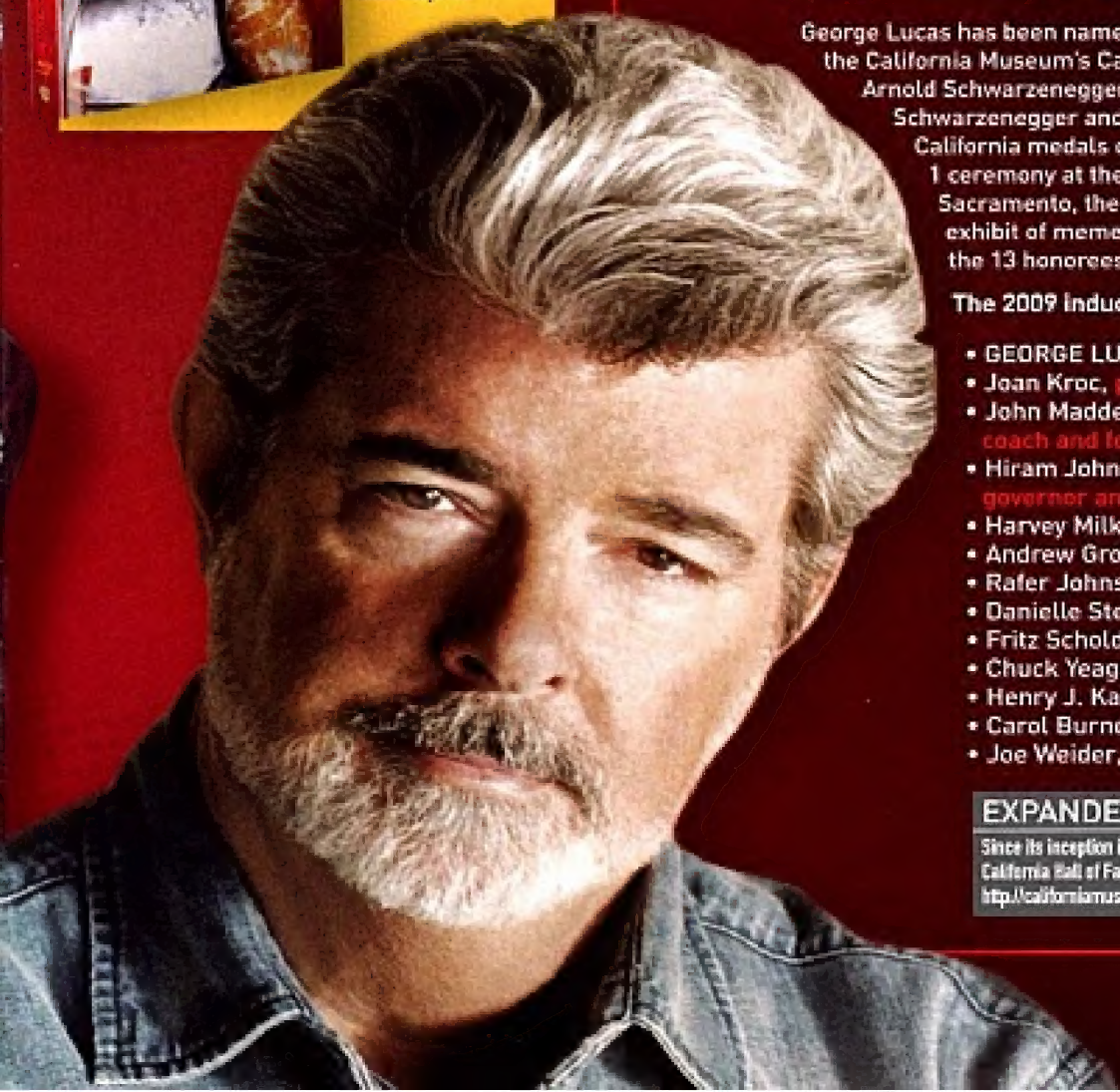
George Lucas has been named among the inductees into the California Museum's California Hall of Fame by Governor Arnold Schwarzenegger and his wife, Maria Shriver. Schwarzenegger and Shriver will bestow Spirit of California medals on the inductees during a December 1 ceremony at the California Museum in downtown Sacramento, the state capital. Afterward, a new exhibit of mementos and artifacts belonging to the 13 honorees will be unveiled.

The 2009 Inductees:

- **GEORGE LUCAS, FILMMAKER**
- Joan Kroc, philanthropist-peace activist
- John Madden, former Oakland Raiders coach and football commentator
- Hiram Johnson, California's 23rd governor and a U.S. senator
- Harvey Milk, gay rights advocate
- Andrew Grove, former Intel CEO
- Rafer Johnson, decathlete and philanthropist
- Danielle Steel, author
- Fritz Scholder, artist
- Chuck Yeager, test pilot
- Henry J. Kaiser, industrialist
- Carol Burnett, entertainer
- Joe Weider, bodybuilding pioneer

EXPANDED UNIVERSE ➡➡➡

Since its inception in 2006, 38 men and women have entered the California Hall of Fame. Learn about the Hall of Fame here: <http://californiamuseum.org/exhibits/halloffame>



THE EMPIRE MUGGS BACK!

Starwars.com took Hasbro's adorably cute Mighty Muggs to a new level with a one-of-a-kind art auction to benefit children in need. Debuting at San Diego Comic-Con 2009, these highly-collectible platform toys were transformed into works of art by comic creators, toy designers, celebrity fans, and a multitude of popular *Star Wars* artists. *Star Wars Insider* spoke with Nicole Love, Lucasfilm's Senior Manager Internet Production & Design, and Starwars.com Senior Editor Bonnie Burton to get the full story on the irresistibly cute collection.

How did the idea for the Mighty Muggs project come about?

Nicole: Our team was asked for ideas for the *Star Wars* booth at Comic-Con, and we thought that something like this would be a really fun project. The primary goal was to let the creativity of the artists shine in a really unique way by helping to facilitate an event that would benefit a charitable organization such as the Make-A-Wish Foundation.

What was Hasbro's involvement?

Nicole: We made sure to get Hasbro's blessing to use their blank Mighty Muggs, and they kindly donated all of the blank ones. In addition, two of their senior team members contributed two pieces to the auction. One was an unproduced prototype of Ahsoka Tano and the other a really neat resin mold containing parts from *Star Wars* action figures.

What were the Mugg guidelines?

Bonnie: The art had to be something about *Star Wars*—a character, a character mashup, scene, vehicle, creature—and had

to be PG-13. Everything else was up to them. We thought that the fewer restrictions we placed, the better.

How did you determine whom to send Muggs to?

Bonnie: Many of the artists chosen were already well-known *Star Wars* artists and illustrators, but we also asked artists from Industrial Light & Magic, LucasArts, and Lucasfilm, as well as Dark Horse comic book artists, *Robot Chicken* artists and puppet makers, tattoo artists, graffiti artists, toy designers, and celebrities. Everyone did such an amazing job!

Which fan celebrities participated in the project?

Bonnie: The Go-Go's guitarist and actress Jane Wiedlin would text me throughout the week asking about the best glue to use to paste wig hair to her Talz tribute. "Fanboys" director Kyle Newman and his wife (actress Jaime King) teamed up to create a Han Solo in Carbonite by making a separate wood box filled with resin. The *Clone Wars* supervising director Dave Filoni was so excited to be involved that he made two figures, Cad Bane and Aurra Sing.

How did there come to be such a strong representation of Robot Chicken artists?

Bonnie: Towards the end of project, we were getting closer to the deadline and we still had about 12 or so blank Muggs left. So on a whim we asked Seth Green and Matthew Senreich at *Robot Chicken* if any of their artists would like to participate and we got a great big "YES!" They had less than a week to transform their Muggs and they came through like mad geniuses. They gave us some great tributes, including an actual Darth Chicken with light-up lightsaber and Admiral Ackbar swimming in his own specialty cereal.

Continued on page 10

ILLUSTRATION BY SETH GREEN



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LAUNCH PAD

INTERVIEW
SMITH & NEWMAN

How many Muggs did you expect to showcase? Bonnie: Originally we thought we would only get around 30 completed Muggs to show at Comic-Con but we ended up with over 60!

How did you determine which charity would auction them?

Nicole: Lucasfilm and Make-A-Wish have had a relationship over the years, and because *Star Wars* is something that has touched so many lives, many of those being young children, it seemed to be a perfect fit. There is nothing more fulfilling than bringing a smile to someone's face and Make-A-Wish is a wonderful organization that brings a lot of happiness to young children who are facing many challenges. So we're thrilled that the sale of all the Muggs has gone to support a wonderful charity! 🍕

EXPANDED UNIVERSE >>>

The project raised an astonishing \$30,300 for Make-A-Wish. Congratulations to all involved!



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Don't forget to check out the all-new Death Troopers content in *Star Wars Galaxies*, but be warned: You might run into these guys!

EXPANDED UNIVERSE >>>

<http://starwarsgalaxies.station.sony.com/players/index.vm>

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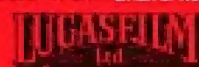
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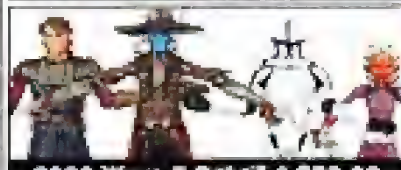
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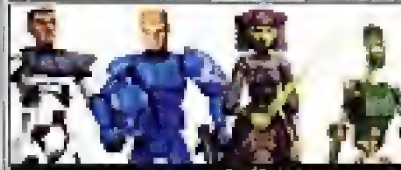
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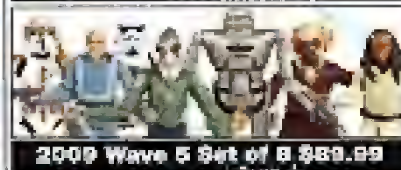
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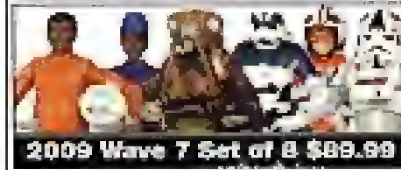
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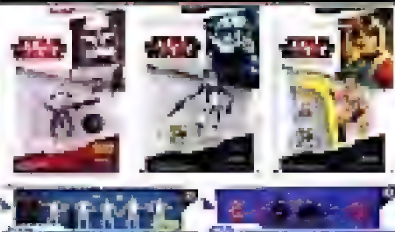


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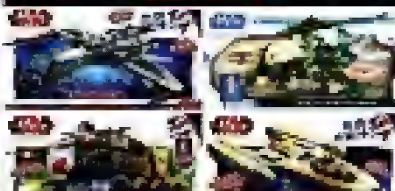
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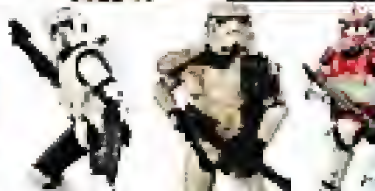
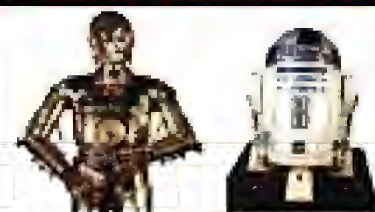
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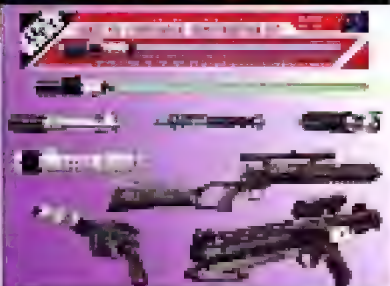
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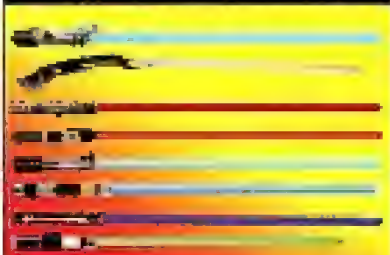
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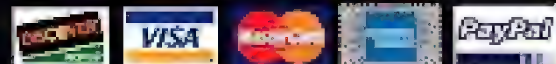
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AS *90210*'S LIAM COURT AND THE VOICE OF *STAR WARS: THE CLONE WARS*' ANAKIN SKYWALKER, **MATT LANTER** PORTRAYS TWO STUDENTS WITH REBELLIOUS STREAKS. *INSIDER* PLAYS MASH-UP AND PONDERS A BROODING JEDI IN SUNNY BEVERLY HILLS! WORDS: CHRIS SPITALE



Interrogation droid: "Liam Court and Matt Lanter are the two students with rebellious streaks. Insider plays mash-up and ponders a brooding Jedi in sunny Beverly Hills!"

Q *Interrogation droid:* "Liam Court and Matt Lanter are the two students with rebellious streaks. Insider plays mash-up and ponders a brooding Jedi in sunny Beverly Hills!"

A His starfighter, to avoid the horrible L.A. traffic!

Q *Interrogation droid:* "Liam Court and Matt Lanter are the two students with rebellious streaks. Insider plays mash-up and ponders a brooding Jedi in sunny Beverly Hills!"

Maybe basketball? He could just levitate himself to the rim for an easy two every time. Or better yet, guide the ball into the basket for three! He could end up popping the basketball if he grips it too hard with the hand.

Q *Interrogation droid:* "Liam Court and Matt Lanter are the two students with rebellious streaks. Insider plays mash-up and ponders a brooding Jedi in sunny Beverly Hills!"

A Fencing with his lightsaber, of course!

Q *Interrogation droid:* "Liam Court and Matt Lanter are the two students with rebellious streaks. Insider plays mash-up and ponders a brooding Jedi in sunny Beverly Hills!"

There are so many ways to get in trouble using the Force. Using those Jedi mind tricks on the teachers, for sure.

Q *Interrogation droid:* "Liam Court and Matt Lanter are the two students with rebellious streaks. Insider plays mash-up and ponders a brooding Jedi in sunny Beverly Hills!"

Well I hope he wouldn't bring a weapon to school because that's a no-no, but he'd probably use it just for intimidation. I mean, who is gonna pick on a guy with a lightsaber?

Q *Interrogation droid:* "Liam Court and Matt Lanter are the two students with rebellious streaks. Insider plays mash-up and ponders a brooding Jedi in sunny Beverly Hills!"

Anakin for sure! Not only is he an incredible pilot, which probably translates to being a good driver, but he's got the Force on his side. He'd just shut down Liam's engine.

Q *Interrogation droid:* "Liam Court and Matt Lanter are the two students with rebellious streaks. Insider plays mash-up and ponders a brooding Jedi in sunny Beverly Hills!"

A day at the beach with Padmé!

NAME: MATT LANTER
ALIAS: ANAKIN SKYWALKER

FIRST APPEARANCE:
STAR WARS: THE CLONE WARS



Q *Interrogation droid:* "Liam Court and Matt Lanter are the two students with rebellious streaks. Insider plays mash-up and ponders a brooding Jedi in sunny Beverly Hills!"

A Most Likely to Become a Sith Lord.

Q *Interrogation droid:* "Liam Court and Matt Lanter are the two students with rebellious streaks. Insider plays mash-up and ponders a brooding Jedi in sunny Beverly Hills!"

His Gucci sunglasses. Those two Tatooine suns can get pretty bright!

Q *Interrogation droid:* "Liam Court and Matt Lanter are the two students with rebellious streaks. Insider plays mash-up and ponders a brooding Jedi in sunny Beverly Hills!"

Well, pretending that Padmé is out the picture, probably being around all of the SoCal girls. In Beverly Hills there are no silly rules about "no attachments!" ☺



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LONDON

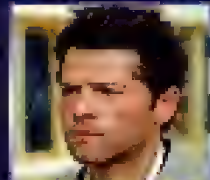
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MEET THESE STARS OF STAR WARS... IN PERSON!



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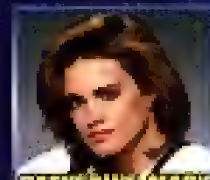
MISHA COLLINS
SUPERNATURAL, 24



JAMES BOOD
JELLODY 2



KARI OWEN
TORCHWOOD



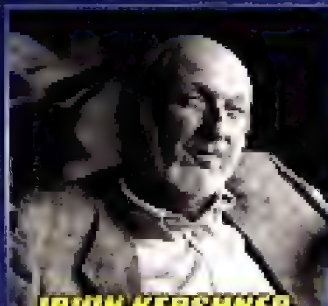
CATHERINE MARY STEWART
LAST STARLIGHTER



GARETH THOMAS
BLAKES 7



LOUIS CORDICE
HARRY POTTER RBR



IRVIN KERSHNER
DIRECTOR
THE EMPIRE STRIKES BACK



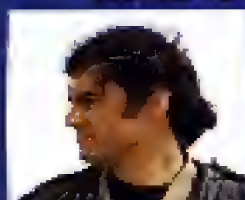
BILLY DEE WILLIAMS
LANDO CALRISSIAN
ORIGINAL STAR WARS TRILOGY



DAVE PROWSE
DARTH VADER
ORIGINAL STAR WARS TRILOGY

FREE GUEST TALKS! PHOTO SHOOTS!

LISTEN TO BEHIND THE SCENES INFO AND ON-SET STORIES



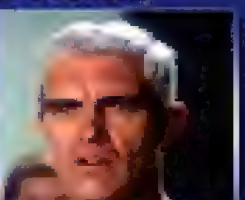
ANTHONY FORREST
FIXER / SANDTROOPER
(A NEW HOPE - ANCHORHEAD MISSING SCENES)



JAY BENEDICT
DEAK (ALSO ALIENS)
(A NEW HOPE - ANCHORHEAD MISSING SCENES)



CRISTINA DA SILVA
HANDMAIDEN RABE
THE PHANTOM MENACE

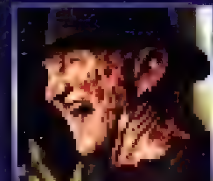
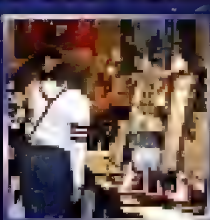
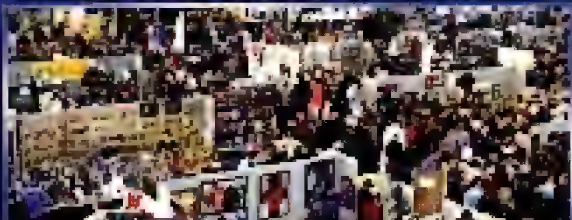
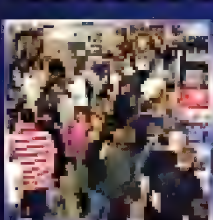


ALAN HARRIS
BOSSK / BESPIN GUARD
ORIGINAL STAR WARS TRILOGY

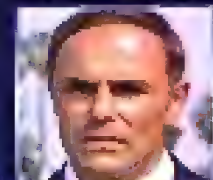
PLUS MORE STAR WARS GUESTS INCLUDING IRENE LAMB (CASTING DIRECTOR)

LARGE DEALERS HALL

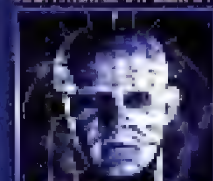
TWO FLOORS OF COMICS, TOYS, CLASSIC COLLECTABLES AND MUCH MORE!



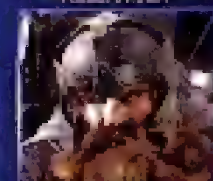
ROBERT ENGLUND
NIGHTMARE ON ELM ST



JOHN SAXON
NIGHTMARE ON ELM ST



DOUG BRADLEY
HELLRAISER



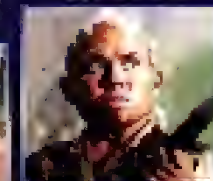
JOHN RHYSDAVIES
LOTR, ANDY, BOND



CYNTHIA SCOTT
ALIENS



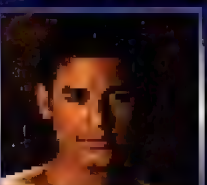
CHIPU CHUNG
DOCTOR WHO



MARTIN KLEBBA
PIRATES O.T. CARIBBEAN



RENE AUBERJONIS
STAR TREK DS9



BRANSON FELTNER
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SECON
STRIKE!

AS STAR WARS: THE CLONE WARS
RETURNS WITH ITS SECOND SEASON,
JONATHAN WILKINS TALKS TO PRODUCER
CARY SILVER ABOUT THE CHALLENGES
OF TOPPING THE TV HIT OF 2008!

SECOND STRIKE!

How did you get involved with producing *Star Wars: The Clone Wars*?

I was approached by Gail Currey and Rick McCallum about two-thirds of the way through the first season. I previously produced and supervised a number of computer-generated animated TV series such as the Emmy award-winning *Jakers—The Adventures of Piggley Winks*, as well as *Pet Alien*, *Cosmic Quantum Ray*, *Dive Dilly Dive* and the *Bratz* series.

Presumably you had to keep that approach a secret—was that hard to do?

It was incredibly hard, because it's such an exciting project! The only person who knew throughout the entire process was my wife and we were bursting with excitement over the possibilities. We used to sit up late at night talking about "what if?" I've long been a fan of Lucasfilm and George Lucas' work so it was hard to contain the excitement during the interview process.

So were you a big *Star Wars* fan?

Absolutely. I've always been a big fan of *Star Wars*. I wasn't dressing up and going to conventions and I certainly don't have the encyclopedic knowledge that some folks on the production have, but I love the material. I always knew that if I sat down to watch something that's created by Lucasfilm that it was going to be of the highest quality, and I was going to see things on screen that I'd never in my wildest dreams thought I'd be able to.

Can you explain what an animation producer does? He or she is the person who's solely responsible for the overall production in terms of managing the budget and the schedule, as well as the overall

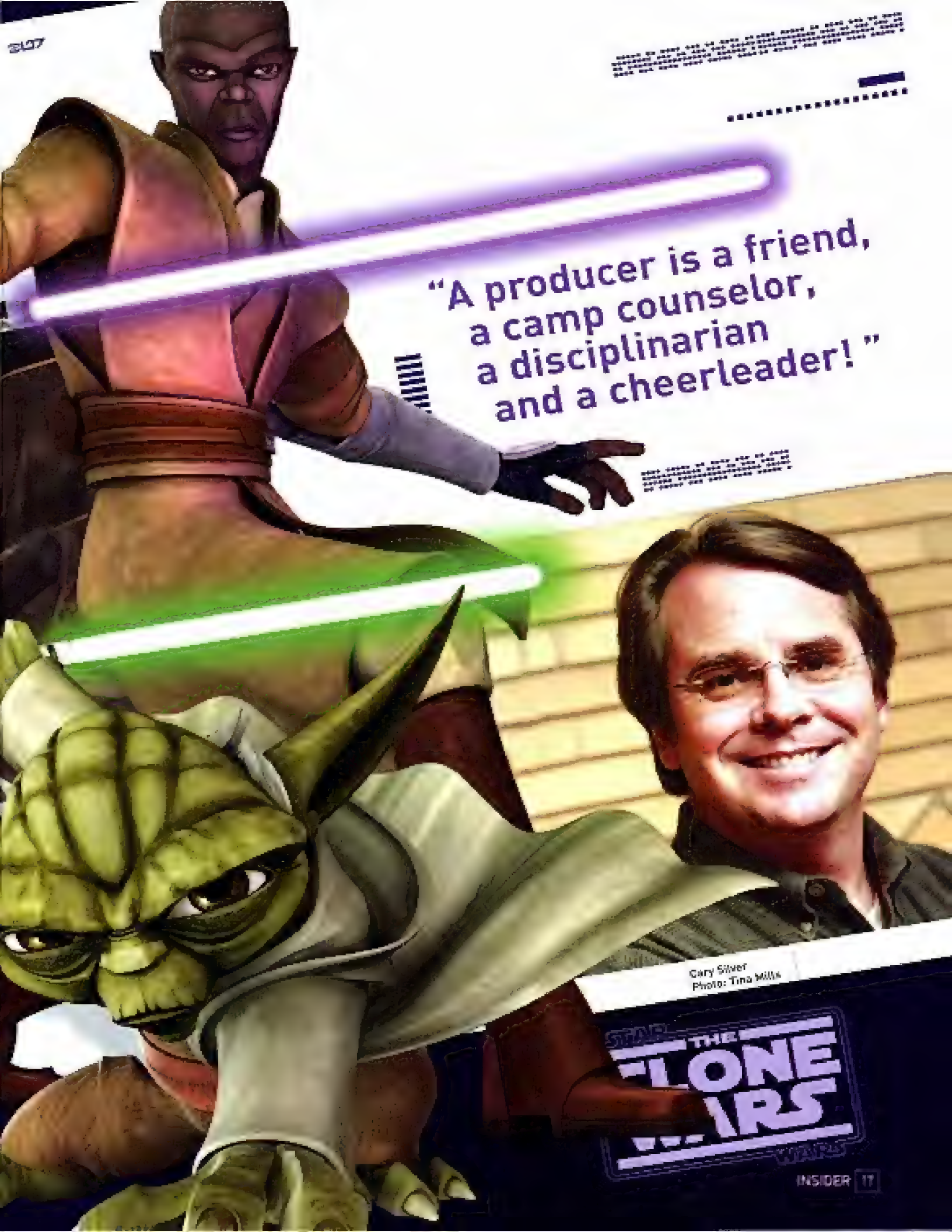
quality of the project. It's an overall leadership role. My feeling all along is that producers are like conductors of an orchestra. They're the ones who pull it together. They're the ones who say "I need a little bit more from this group; I need a little bit less here. I've got a problem between percussion and the other rhythm section, so I've got to find a way for them to work better together." A producer needs to make sure it all works in concert and ultimately create something of great quality that people want to watch week in and week out.

At any given moment, a producer may need to be a friend, a shoulder to lean on, a camp counselor, a disciplinarian, or even a cheerleader depending on the needs of the production or the issue at that moment. I've always seen the producer role as

being fairly fluid, which means that their job changes from show to show or even moment to moment. In many ways, they are the backstop for the production so they'll need to be able to go in, understand the flow of the production, and then fill in the gaps and areas that need attending.

What are the challenges you've faced? Just on the surface, any type of TV animation is difficult. It's a complex process that takes a great deal of time and is further complicated by the fact that it's created in different parts of the world by people from different cultures. This is made even more





THE CLONE WARS: A producer is a friend, a camp counselor, a disciplinarian and a cheerleader!

"A producer is a friend,
a camp counselor,
a disciplinarian
and a cheerleader!"

GARY SILVER ON THE CLONE WARS

Gary Silver
Photo: Tina Mills

STAR WARS
THE CLONE WARS

SECOND STRIKE!

challenging on *The Clone Wars* because you're not only producing animation, but you have to then factor in that it's *Star Wars* and George Lucas. This adds to the challenge because we're not just producing a Saturday morning television show—we're part of the *Star Wars* legacy and that ups the responsibility and the level of quality we have to achieve.

In the first season, Lucasfilm Animation was a start-up studio charged with making a groundbreaking series, so there were a lot of challenges to get the production machinery to work effectively. The Season One episodes certainly show that this was done with a great deal of success, but to get to where George wanted to go for Season Two and possibly beyond meant that we needed to figure out how to refine the system and get more miles per hour out of this engine. Everyone on the team has worked really hard to find ways to get everything running smoother and tighter while still pushing the level of quality and complexity. And we've been able to do that and still find ways to ensure that we make delivery — not necessarily an easy task. In Season One, the team had the luxury of not having fixed air dates so they could just focus on the set-up at the studios and the creation of the series. When I came in, the focus shifted from being a start-up production to a show that had concrete deadlines and deliveries. With Season Two, we've had firm air dates established from the beginning and that puts a different onus on the production across the board from creative through the production team. One of the things I'm continually impressed with on this show is the effort of the whole crew, which is nothing short of amazing. It's really due to all of these efforts that we end up with what is a breakthrough animated series.

How hands-on is George Lucas?

Far more than anybody realizes. He's very involved in the crafting of the stories and the whole script process. He's also involved throughout the production in terms of seeing artwork, providing reference, ideas, and concepts for designs. He personally goes through every episode in the production phase as well as the final edits of the episodes once they're in full color.

George has his own ideas about where the show should go and where it should be and that pushes us into directions unknown. The reason why he's been such an amazing, innovative filmmaker all these years is because he's not bound by the limits of the craft of film-making today, or the levels of quality that can be readily achieved. He's continually light years ahead of the curve, and that creates a great deal of production challenges to figure out a way to be true

to that. I have to say that I think we've struck a good balance, and I know he's very happy with the show and the way it's looking.

It must be quite an education to work with him. It really is, it's incredible working with him. To sit in script sessions with George, or to sit in edit sessions, is an absolute master-class in filmmaking.

Do you have a favorite episode from the first season?
I have a number of episodes that I really like. I love *Trespass*, which is a phenomenal episode. It's not only visually breathtaking in terms of the snow planet and the effects, but for me the story is what's really compelling. To see Senator Chuchi find her balance and her bearing to address a difficult situation and to grow into a leadership position is fascinating. I also really like *Jedi Crash*. It's an episode where the leader of the Lurman questions the Jedi's role in the war as peacekeepers. There's a great line where he says, "Only when you lay your arms down and pursue a course of non-violence can you make this claim to me that the Jedi are 'peacekeepers.'" It's an interesting challenge to the Jedi way by questioning whether fighting for peace is really the best way to achieve it. Another one of my favorite episodes is *Innocents of Ryloth*, where the clones are on Ryloth and stumble across a little girl while checking a deserted city. The episode takes on large political issues in the galaxy, then dials them down to show how a child is affected by war and being displaced from home. It's beautifully told and the animation's gorgeous. Heartfelt stories like that help bring different dimensions to the whole *Clone Wars* saga.

Is the writing the key to making a great episode?
Yes, absolutely. The old adage of "if it ain't on the page, it ain't on the stage" really does apply. But

WHY CAD IS COOL!

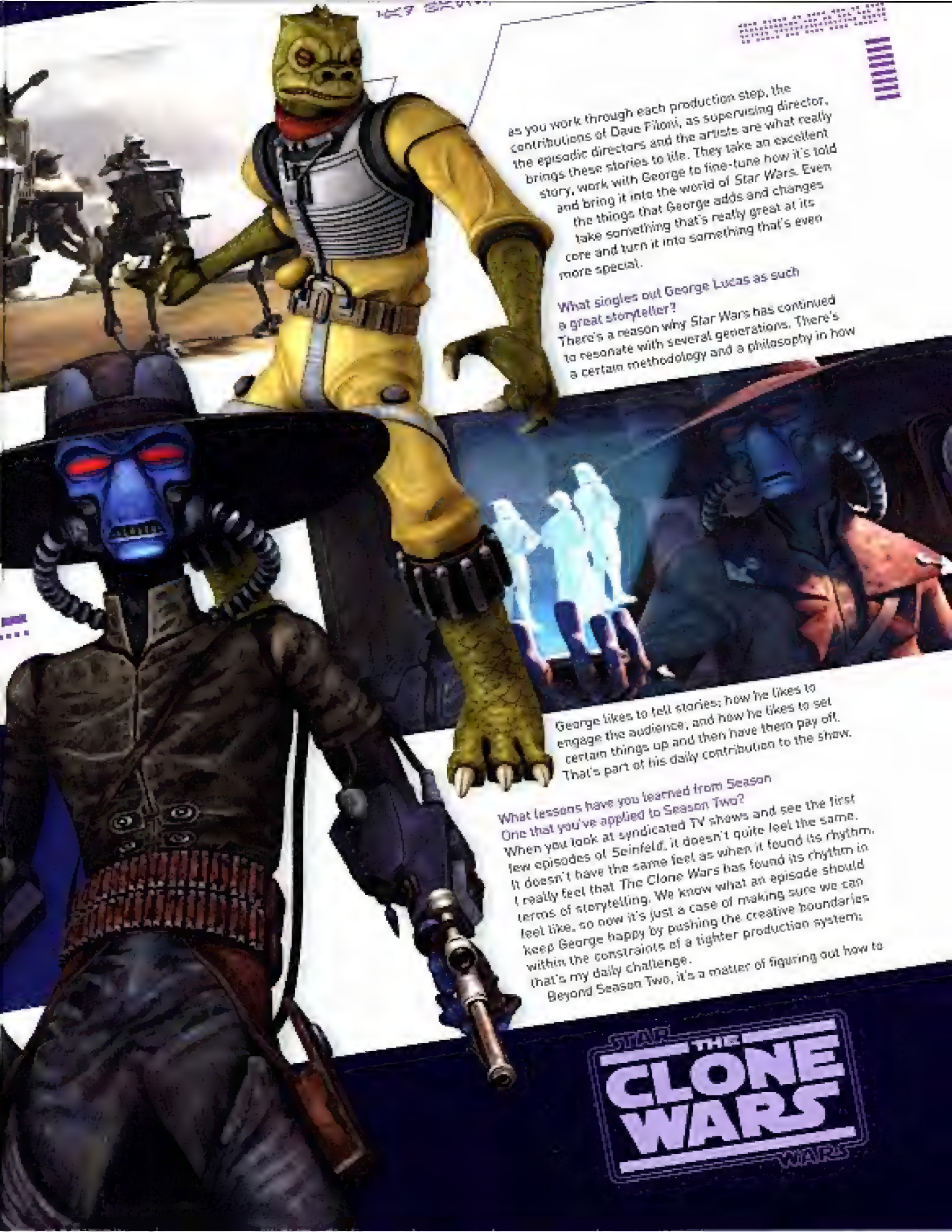


Why do you think Cad Bane makes such a good villain?
He looks cool, he's got an amazing voice, and everybody loves rogues who play by their own rules. There's an attraction to this type of character, and he embodies it all.



7/11/07





as you work through each production step, the contributions of Dave Filoni, as supervising director, the episodic directors and the artists are what really brings these stories to life. They take an excellent story, work with George to fine-tune how it's told and bring it into the world of Star Wars. Even the things that George adds and changes take something that's really great at its core and turn it into something that's even more special.

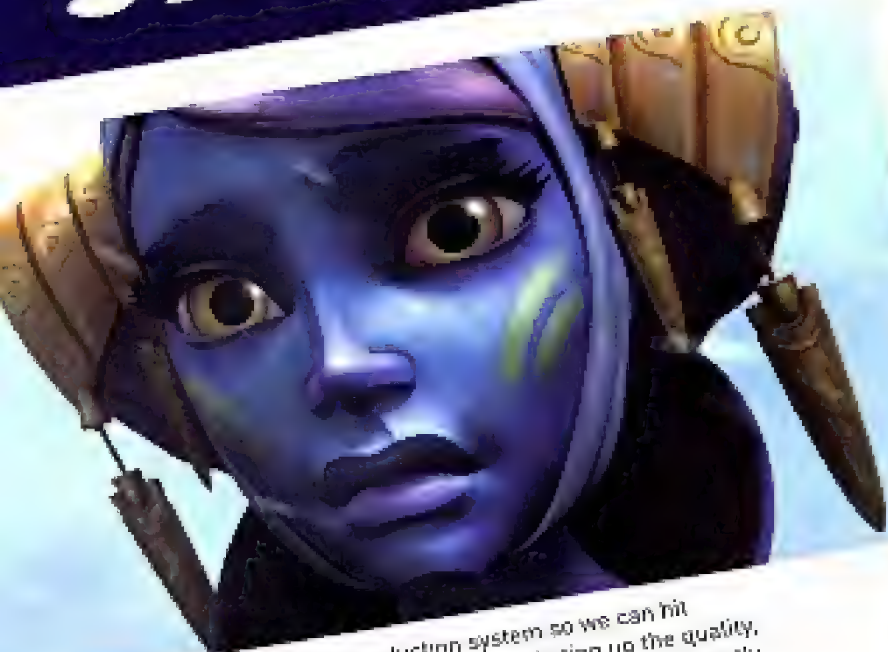
What singles out George Lucas as such a great storyteller?
There's a reason why Star Wars has continued to resonate with several generations. There's a certain methodology and a philosophy in how

George likes to tell stories; how he likes to engage the audience; and how he likes to set certain things up and then have them pay off. That's part of his daily contribution to the show.

What lessons have you learned from Season One that you've applied to Season Two?
When you look at syndicated TV shows and see the first few episodes of *Seinfeld*, it doesn't quite feel the same. It doesn't have the same feel as when it found its rhythm. I really feel that *The Clone Wars* has found its rhythm in terms of storytelling. We know what an episode should feel like, so now it's just a case of making sure we can keep George happy by pushing the creative boundaries within the constraints of a tighter production system; that's my daily challenge.
Beyond Season Two, it's a matter of figuring out how to

STAR WARS
THE
**CLONE
WARS**
WARS

SECOND STRIKE!



get the most out of this production system so we can hit our marks and keep delivering while ratcheting up the quality, the animation, the lighting, and all the things we're constantly pushing to improve. The show is growing in quality, almost from episode to episode.

What's coming up as Season Two progresses? The show is getting bigger, better, and a little more intense and complex... We've got our battles and our space adventures as you'd expect from Star Wars. But we've also taken some more time to flesh out characters and include a bit more of the overall tapestry of the Clone Wars by providing quieter moments that illuminate a particular issue or a character's journey. There are many great, fun episodes, and some quieter stories too. Everybody tells me how amazing Season One looked, but you ain't seen nothing yet! I think our biggest fans are going to love the new episodes!

Can you see the show going on for years and years?
I can. The joke here is that M*A*S*H went on longer than the Korean War. Again, I think it's only limited by George's imagination, and there are a million stories to tell from all angles that shed light on the conflict as well as the politics of the era. I think it could continue as long as the audience wants to see it. ☺



STAR WARS: THE CLONE WARS
SEASON TWO
EPISODE 1
THE NEW ARRIVAL

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DARK FORCES

THE VILLAINS OF *STAR WARS*

OVER THE PAGES TO COME YOU'LL MEET SOME OF *STAR WARS*' MOST EVIL BEINGS. SOME WILL BE VERY FAMILIAR—OTHERS LESS SO—BUT ALL ARE DEDICATED TO THE DARK SIDE, AND ALL HAVE MADE THE HEROES OF THE SAGA FACE THEIR FEARS...



PROFILE:



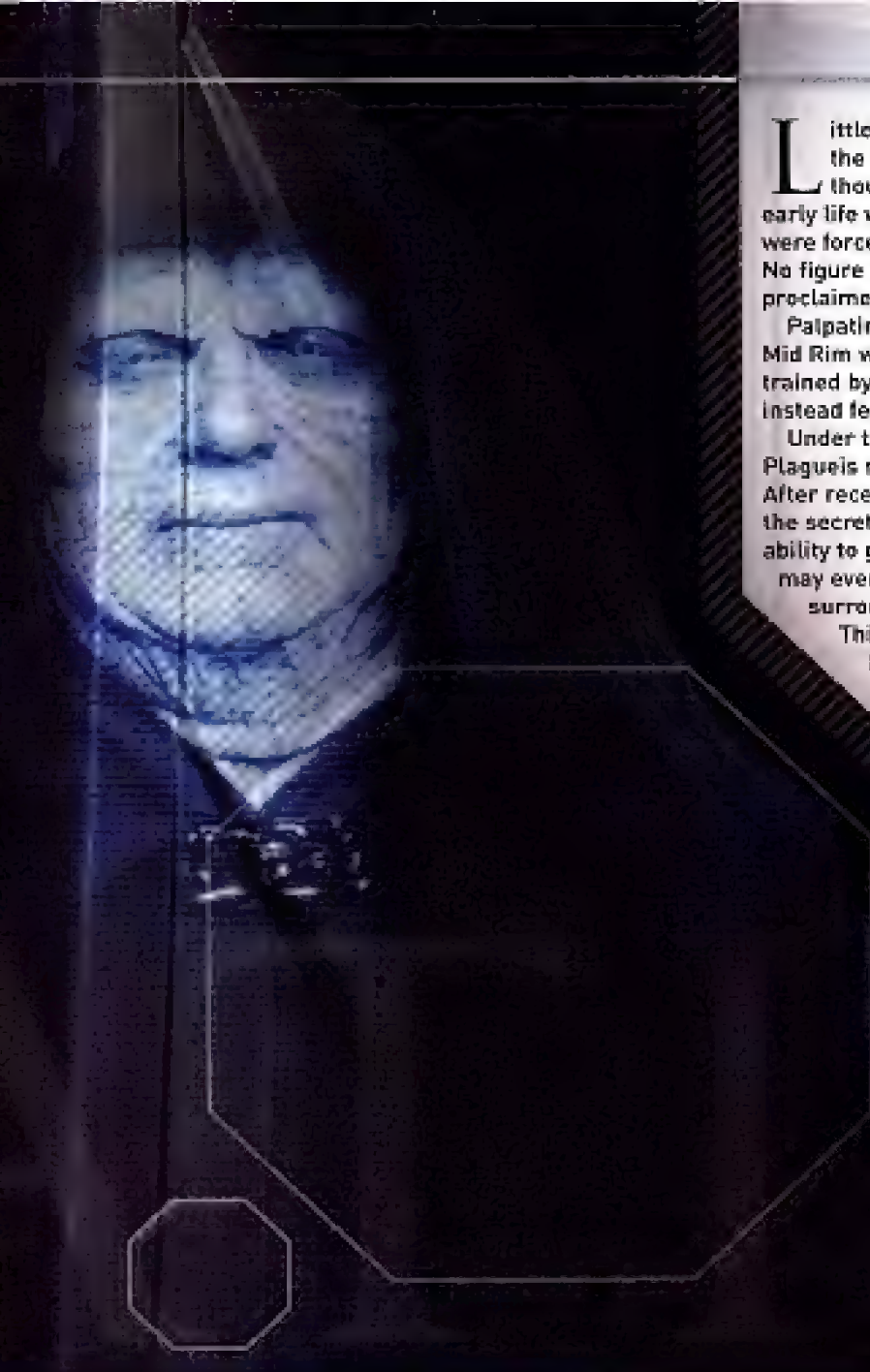
PALPATINE



THE EMPIRE STRIKES BACK

A PROFILE BY DANIEL WALLACE



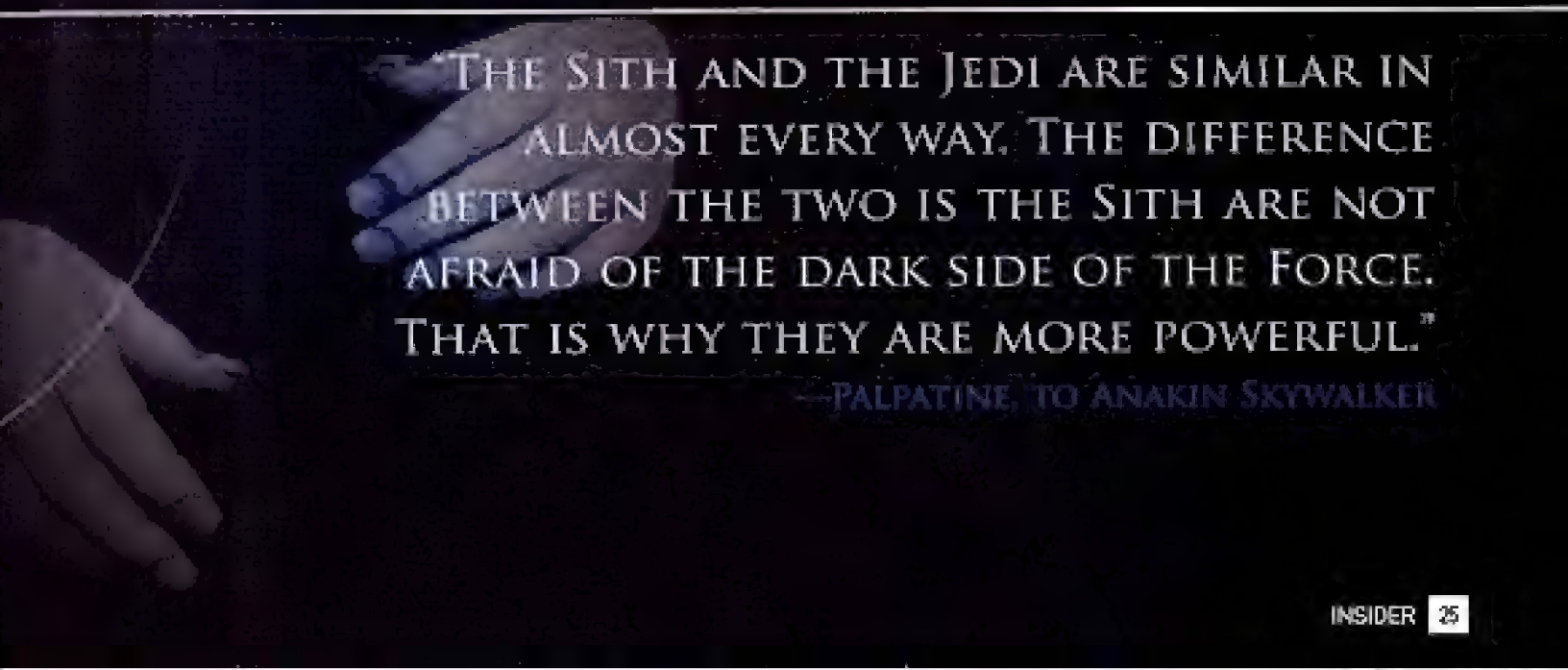


Little is known about the man who was inarguably the most important political figure of the galaxy's last thousand years. By design, all records of Palpatine's early life were purged from public records, and historians were forced to judge the man by the impact of his creations. No figure created more grandiose works than the self-proclaimed Galactic Emperor.

Palpatine is believed to have been born on Naboo, a quiet Mid Rim world in the Chommell sector. Apparently never trained by the Jedi despite his Force sensitivity, Palpatine instead fell under the influence of a Sith Lord, Darth Plagueis.

Under the Rule of Two—one Master, one apprentice—Plagueis sought to continue the tradition through Palpatine. After receiving the Sith title Darth Sidious, Palpatine studied the secrets of the dark side, including his Master's apparent ability to generate life by influencing midi-chlorians. Plagueis may even have succeeded, given the strange circumstances surrounding the birth of Anakin Skywalker of Tatooine.

This did not matter to Palpatine, who had already taken his own apprentice in secret. Knowing there could never be more than two, Palpatine murdered Plagueis in his sleep, and concentrated on teaching the Zabrak boy he called Maul to become the perfect killer.



"THE SITH AND THE JEDI ARE SIMILAR IN ALMOST EVERY WAY. THE DIFFERENCE BETWEEN THE TWO IS THE SITH ARE NOT AFRAID OF THE DARK SIDE OF THE FORCE. THAT IS WHY THEY ARE MORE POWERFUL."

—PALPATINE, TO ANAKIN SKYWALKER



A DOUBLE LIFE

Palpatine maintained a double life, winning an election for Senator of the Chommell sector and relocating to Coruscant. His fellow politicians believed the new provincial could be safely ignored, but Palpatine possessed a gift for forging alliances and isolating his critics. His friends included Wiltuff Tarkin and Jedi Master Jorus C'baoth, while his aides Sate Pestage and Kinman Dorian covered up any evidence of impropriety.

Palpatine helped engineer the assassination of the Trade Federation directorate on Eriadu, and in his guise as Sidious he convinced the surviving Trade Federation leaders to blockade Naboo. The blockade and subsequent invasion brought Queen Amidala to Coruscant, where Palpatine convinced her to introduce a vote of no-confidence in Supreme Chancellor Yorum. When the crisis ended, Palpatine had lost Maul to Obi-Wan Kenobi's blade, but had gained something far more valuable—the chancellorship of the Republic. The Naboo incident also saw the public emergence of Anakin Skywalker, who Palpatine saw as a potential future apprentice.

Palpatine convinced the dissident Jedi Dooku to join his cause, giving him the title Darth Tyranus. While Dooku helped secure a clone army and spread the seeds of Separatism, Palpatine engineered the destruction of the Outbound Flight Project to kill the Jedi on board. The incident put him in contact with Thrawn, who would later be his greatest Grand Admiral.

After winning reelection twice, Palpatine convinced the public he should remain in office to oppose the Separatist movement of Count Dooku. With Palpatine and Dooku playing the roles of opposing commanders and plotting behind the scenes, the Senate gave the Supreme Chancellor emergency war powers. Palpatine used them to requisition the clone army that Dooku had set up, and the Clone Wars began.





DESCRIPTION

As Senator and Supreme Chancellor, Palpatine was an appealing but unremarkable politician who seemed too small for the scale of the events that surrounded him. This was by design. His fight with Mace Windu revealed a different Palpatine, one with a face twisted and scarred to match his inner spirit. As the Emperor, Palpatine wore a black robe that hid his face in shadow. Although he employed others to do his dirty work, Palpatine was a stunning fighter, able to defeat multiple Jedi Masters in lightsaber combat.

ENDGAME

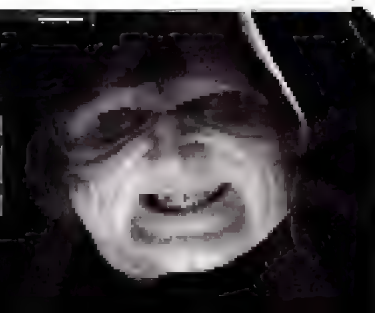
Over the next three years Palpatine and Dooku kept the war carefully balanced so that neither side gained a clear advantage, but that the maximum number of Jedi perished in the crossfire. By the time of Palpatine's "kidnapping" at the hands of General Grievous, the war was at an end—and Palpatine didn't need Dooku anymore. In a lightsaber duel, Anakin Skywalker killed the Count and cleared the field for his own ascension into the ranks of the Sith. Skywalker proved his worth by assisting Palpatine in killing Mace Windu, and then led the raid on the Jedi Temple after receiving his new Sith name, Darth Vader. Not even Yoda could stop Palpatine's sinister plans, as the new Emperor exterminated most of the remaining Jedi by issuing Order 66 and announcing to the galaxy that the war's close marked the Empire's beginning.

Only one thing dimmed Palpatine's triumph. Darth Vader had lost a battle with Obi-Wan Kenobi at Mustafar, and required a cybernetic rebuild. His apprentice would now be more machine than man. Palpatine began considering replacements.

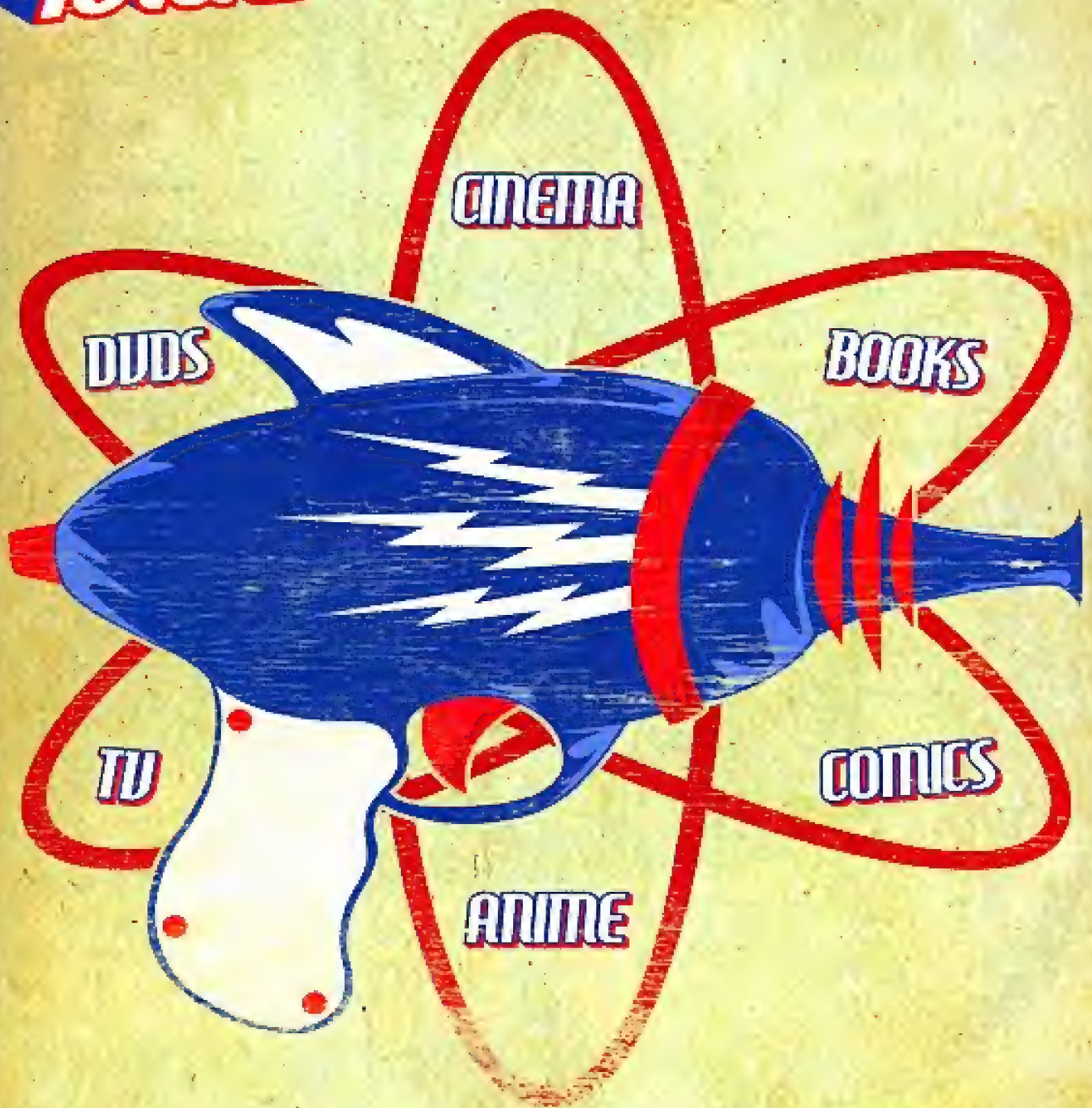
Meanwhile, the galaxy entered a golden age—for some. Renamed Imperial Center, Coruscant became the seat of Human High Culture, and Star Destroyers and TIE fighters maintained the security of the Core. Life was far less appealing for non-humans, who found themselves herded into segregated zones or conscripted to toil on the Death Star project. Some citizens protested, but Palpatine moved swiftly against any hint of rebellion. He would have executed the core of the Rebel leadership if not for the interference of Starkiller, Darth Vader's secret apprentice.

With the completion of the Death Star, Palpatine felt confident in dissolving the Imperial Senate. Though the battle station was destroyed during the Battle of Yavin, a bright spot in the defeat was the discovery of Vader's son Luke Skywalker. As the Rebel Alliance grew, Palpatine remained fixated on Skywalker as a replacement for Vader and ultimately lured the Rebels into a trap at Endor. There, aboard the second Death Star, he tried to turn Skywalker to the dark side of the Force. Skywalker's refusal so enraged Palpatine that he shot Sith lightning from his fingertips, painfully and slowly torturing him. But Vader hurled Palpatine to his death, using the last moments of his life to save his son.

In the following years Palpatine returned in a series of clone bodies, striking out at the New Republic using superweapons including the World Devastators and the Galaxy Gun, but ultimately succumbed to the deterioration of his clones and vanished into the Force forever. ☮



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5 EVIL DEEDS!

3

Torture of Han Solo

Star Wars: Episode V The Empire Strikes Back

Being frozen in carbonite was probably a merciful release after being brutally tortured by Darth Vader while on Cloud City. Han's exclamation of "They didn't even ask me any questions," hints that his torture was a means of causing ripples in the Force that would cause Luke Skywalker to come to his aid.



1

Vader cuts off Luke's hand

Star Wars: Episode V The Empire Strikes Back

Perhaps the darkest and most unexpected evil deed in the original trilogy, Vader disarms his opponent before revealing that he is his father!



2

Destruction of Alderaan

Star Wars: Episode IV A New Hope

Villains rarely get the chance to destroy entire planets in order to prove a point, but Grand Moff Tarkin does just that to demonstrate the power of the Death Star.



THE ORIGINAL TRILOGY

As the evil Empire strengthened its grip on the galaxy, atrocities became more common with only a small group of Rebels defending the meek from subjugation.

Death of Owen and Beru

Star Wars: Episode IV A New Hope

A shocking, tragic end to Luke's guardians as the Empire gets nasty in its search for the droids. Strangely enough, their deaths are instrumental in propelling Luke towards his destiny.



5

The Emperor tricks the Rebels

Star Wars: Episode VI Return of the Jedi

The ruler of the evil Empire's taunting of Luke is sadistic, cruel, and likely to cause any man to lash out in anger. Thankfully, the son of Skywalker keeps his cool...just.



4



DESCRIPTION

Grand Moff Tarkin's gaunt frame and hatchet-thin profile were evidence of a man who rarely indulged and always hungered for validation. Although not a skilled combatant, his understanding of military strengths and weaknesses made him one of the best strategists in the Empire. An able diplomat, Tarkin also knew how to get his way by exploiting his enemies' fears.



"Fear will keep the local systems in line."

—Grand Moff Tarkin aboard the Death Star

The Empire's cruelest enforcer did not wear a mask or carry a lightsaber. Other than the Emperor and Darth Vader, the leaders of the most genocidal regime the galaxy has ever seen were normal humans with no ability to tap the dark side of the Force. Grand Moff Tarkin, the greatest monster among these bureaucrats, ordered the annihilation of entire planets.

Born into a wealthy family on the industrial world Eriadu, Wihuff Tarkin strove to live up to his name and to show up those who sneered at Eriadu's backwater Outer Rim location. For political convenience he married a woman of the equally powerful Motti family, and further shored up his credentials by joining the sector military and winning

local elections, becoming lieutenant governor of Eriadu's Sepwenna sector. He also cultivated friendships with those who might prove useful in the future, including the genius designer Ralith Sienar. Other prominent Tarkins active at the time included his brother Oldeon and his cousin Ranulph, whose ruthless ambition sparked the Stark Hyperspace War.

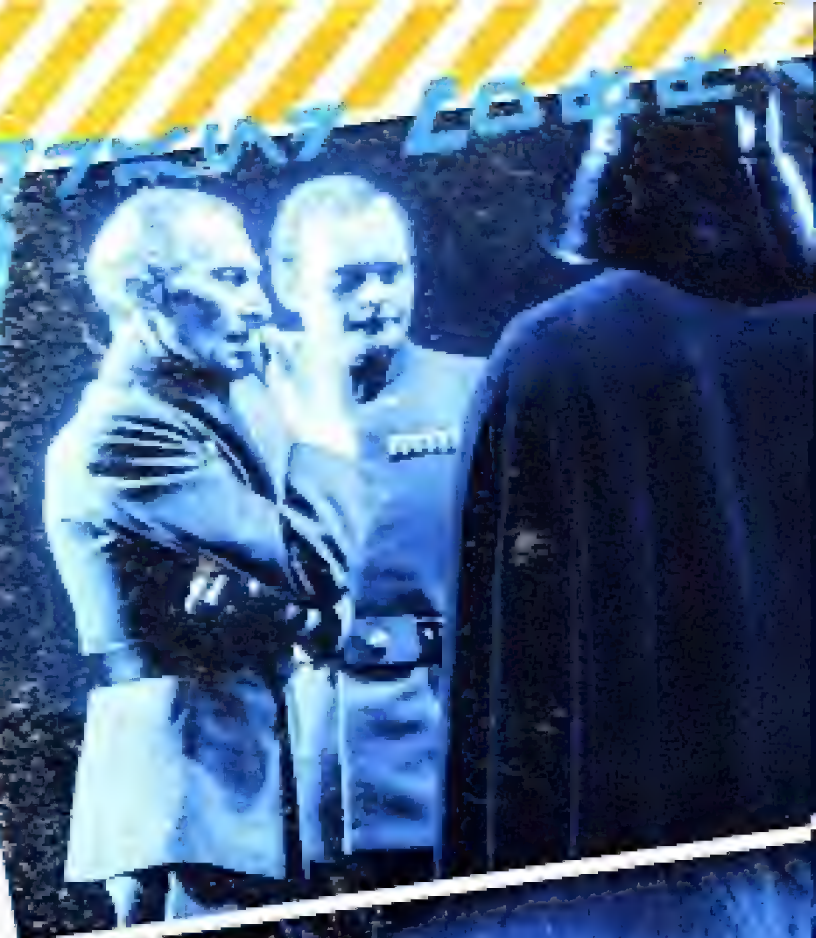
Prior to the Battle of Naboo, events conspired to raise Wihuff Tarkin's fortunes. Supreme Chancellor Valorum chose Eriadu to host an interplanetary trade summit, and Tarkin was complicit in the mass assassination of the Trade Federation ruling Nute Gunray in charge, and precipitated a carefully planned chain of events that catapulted Naboo's Senator Palpatine into the office of Chancellor.

GRAND MOFF TARKIN

A PROFILE BY



DANIEL WALLACE



Tarkin received a promotion under the Palpatine administration and became commander of the Republic Outlands Security Force. The new Supreme Chancellor seemed to be a receptive audience for Tarkin's beliefs regarding the inferiority of alien species and the need to champion "Human High Culture." Several years into the administration, Tarkin teamed up with Bailt Sienar to investigate the unique living starships produced by the planet Zonama Sekot. It was here that Tarkin had his first face-to-face encounter with Anakin Skywalker, and the mission gave Tarkin an excuse to present Palpatine with the technical plans to Sienar's newest invention—a moon-sized weapon dubbed the Expeditionary Battle Planetoid.

Tarkin's star continued to rise during the Clone Wars, as the Seswenna sector found itself on the border of some of the fiercest

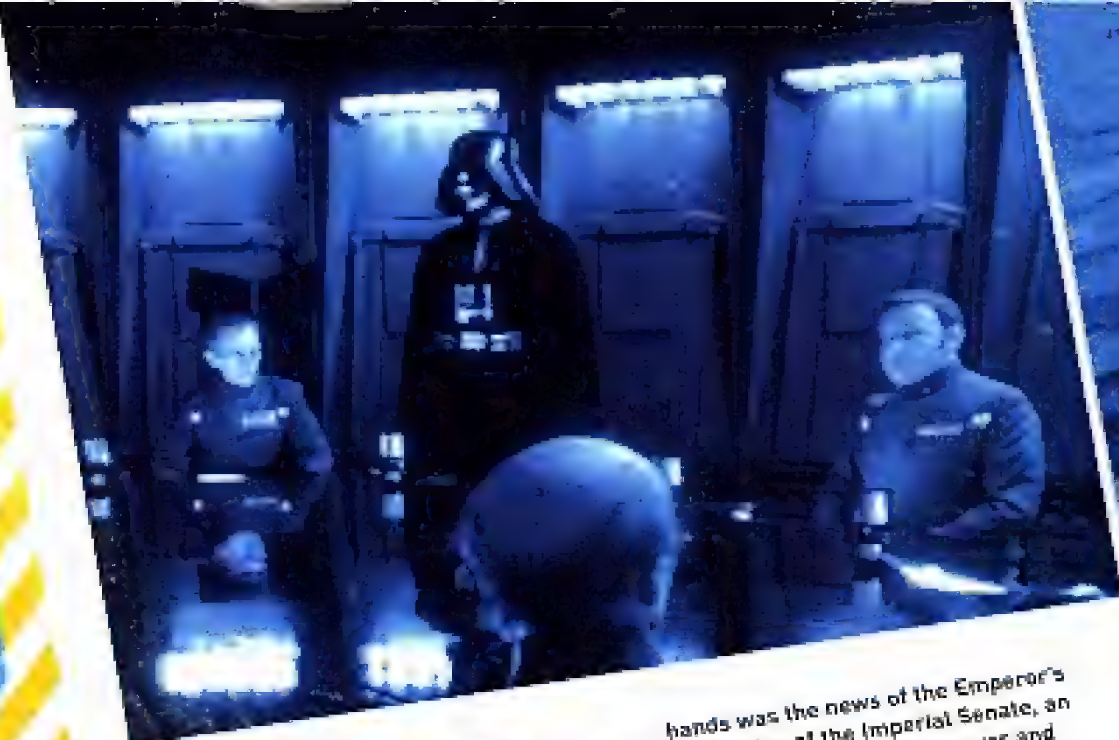




territorial struggles. The end of the war saw Tarkin's greatest dreams realized. The newly-proclaimed Emperor Palpatine wasted no time in subjugating troublesome aliens on worlds from Kashyyyk to Mon Calamari, while rewarding humans who had shown loyalty during his ascent to power. Tarkin became one of the government's new Moffts—Imperial sector commanders—and wielded unprecedented political and military authority over Eriadu and much of surrounding space. Nothing seemed to dampen Palpatine's favor—when Tarkin crushed hundreds of protesters by landing a starship on their heads, a delighted Emperor promoted him to admiral.

Tarkin's brutal actions were not rooted in sadism, but in his sincere belief that the galaxy's weak-willed commoners would never dare rebel if they lived in terror of those in authority. This philosophy, formalized as the Tarkin Doctrine, gave the Empire blanket coverage for its worst atrocities. Tarkin seemed proud of the crimes committed in his name.

THE
NEW
DARK
SIDE
OF
STAR
WARS



COMMAND OF THE DEATH STAR

The most blatant symbol of the Tarkin Doctrine was the full-scale version of Sienar's battle planetoid, now codenamed Death Star and possessing a superlaser capable of pulverizing planetary cores. As one of the key officials responsible for the Death Star's development, Tarkin coerced alien scientists into working in Maw Installation, a research facility hidden in a black hole cluster. He gave command of Maw Installation to Admiral Natasi Daala, his not-so-secret lover.

Shortly before the Battle of Yavin, Tarkin's power had reached its peak. As Grand Moff of Oversector Outer, he had virtually unlimited jurisdiction over the entirety of the Outer Rim Territories. With the Death Star nearing completion in the Horuz system, and his Men Catamari slave Ackbar to attend to his every need, Tarkin began to entertain thoughts of ascending to the greatest post of all. With the cooperation of the Death Star's senior staff, he could divert the battle station to Coruscant and hold Emperor Palpatine's life in his hands. Darth Vader challenged Tarkin's ambitions, but the notion of ruling the galaxy only grew in appeal. Even the loss of his slave Ackbar to a band of Rebel rescuers couldn't dim Tarkin's enthusiasm. Tarkin tested his Death Star by firing its superlaser at the planet Despayre, which had been used to mine resources for its construction. Further playing into Tarkin's

hands was the news of the Emperor's dissolution of the Imperial Senate, an action that deepened his power and removed one more obstacle to his long-term plans.

The theft of the Death Star's blueprints by a band of Rebels hardly mattered when Tarkin learned that suspected sympathizer Princess Leia Organa now numbered among the Death Star's prisoners, following Vader's capture of her corvette Tantive IV. Determined to cut off the head of the enemy resistance, Tarkin used the Death Star to threaten Leia's homeworld of Alderaan and elicited a confession of the whereabouts of the Rebel headquarters. Pleased with himself, Tarkin ordered

Alderaan's destruction anyway, extinguishing more than two

billion lives in an instant. The fact that Leia had provided a false confession didn't matter when, out of desperation, her rescuers led the Death Star right to the front door of the Rebel base on Yavin 4. With victory so close, Tarkin ignored every sign of danger—even as Rebel X-wing fighters lined up to target the Death Star's sole flaw. Before the Death Star could complete its countdown and destroy the moon of Yavin, it exploded and took Tarkin with it.

The Grand Moff lived on in the memories of the Empire's servants. On Phelaron, his widow erected a stone monument to his passing, while war researchers constructed a stripped-down Death Star superlaser satellite which they christened Tarkin in his honor. 🌌



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PROFILE:

К. ↓Е7КОВ



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GRAND ADMIRAL THRAWN

Hundred of non-humans ran deep in Palpatine's Empire, so for an alien to earn a high Imperial position was a remarkable achievement. Thrawn was more than remarkable. Not only did he achieve the exalted rank of Grand Admiral, but he nearly conquered the New Republic five years after the Emperor's death at Endor.

Mitth'raw'nuruodo, better known by his core name of Thrawn, hailed from the Chiss Ascendancy in the Unknown Regions. The blue-skinned, red-eyed Chiss species had built a stronghold of law and order in the otherwise chaotic region, and taught that one should attack only if one's enemy attacked first. This philosophy irritated the more pragmatic Thrawn, but he quickly rose to the rank of commander in the Chiss Expeditionary Defense Force. Some 27 years before the Battle of Yavin, he encountered a Republic mission—the

Outbound Flight Project—that had entered the Unknown Regions, as well as a fleet of local Vagaari slavers. Persuaded by a third party (Palpatine's advisor Kinman Doriana) that Outbound Flight was a danger, Thrawn destroyed both groups. This impressed Palpatine but angered the Chiss. When the leaders of the Ascendancy finally exited Thrawn for violating their non-aggression laws, a Star Destroyer found him and brought him back to the newly-formed Galactic Empire.

Though he knew nothing of this culture, and experienced prejudice in the Imperial power structure at every turn, Thrawn proved to be a brilliant study and earned a string of naval promotions. Palpatine, who recognized that Thrawn was not a power-mad schemer like many of his underlings, used Thrawn to keep an eye on loose cannons like the Dark Jedi Jeroc, or to wipe out potential threats such as the attempted coup of Grand Admiral Zaarin.

0505060606060606 PROFILE BY DANIEL WALLACE





THE RISE TO POWER

The rank of Grand Admiral was one that Palpatine had created himself, and by decree it could never be held by more than 12 at a time. Thrawn, however, became the Emperor's unofficial 13th Grand Admiral, which aligned with Palpatine's wish that Thrawn carve out a seat of Imperial power in the Unknown Regions. Thrawn's efforts resulted in the construction of a data headquarters on Nirauan and the consolidation of a large sweep of stars under the name of the Empire of the Hand. During his operations in his native territory, Thrawn won the loyalty of defectors from the Chiss military as well as a substantial number of Imperial warships and crew members. For five years after the Battle of Endor Thrawn operated inside the Empire of the Hand, until finally deciding the New Republic that had usurped the Empire's place could no longer be allowed to stand. Reestablishing contact with the surviving Moff, Thrawn returned to lead the weakened Empire to new glories.

Thrawn selected the Star Destroyer *Chimaera* for his flagship, and its captain Gilad Pellaeon became his protégé. Prior to launching his campaign Thrawn retrieved several items from the Emperor's forgotten storehouse on Wayland: a cloaking device and a set of cloning cylinders, and encountered Joruss C'baoth, an insane Jedi Master. Using the late Emperor's tools he vexed the New Republic with ingenious tactics, from barricading Coruscant with cloaked asteroids to growing an army of stormtroopers in record time. Joruss C'baoth helped Thrawn coordinate fleets and soldiers, though his madness remained an ever-present threat. Thrawn protected himself with his Noghrri bodyguards as well as a pet ysalamiri—a creature that could nullify the Force abilities of any Jedi.

Thrawn's war pushed the New Republic to the edge of defeat, despite the opposition of Luke Skywalker, Lando Calrissian, and other heroes. After the recovery of the lost Katana fleet and a seemingly endless supply

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DESCRIPTION

As one of the few Chiss in civilized space, Thrawn made an impact wherever he went. With his sleek black hair, icy skin, and eyes that burned with red luminescence, he struck many as exotic and unknowable. Thrawn's true uniqueness lay in his brain, which could analyze reams of data at a glance and make breathtaking intuitive leaps. An intensely curious person, Thrawn possessed an interest in art that gave him an outward air of sophistication but also allowed him insight into the mindset and motivations of entire species. Thrawn rejected the sadistic management styles of other Imperials, and when he died, most of his subordinates truly missed him.



of fresh clones to fly it, Thrawn prepared to deal a death blow to his enemies at the Battle of Bilbringi. Yet he hadn't anticipated the betrayal of his own bodyguard. Thanks to the efforts of Leia Organa, the Noghri people had learned that the Empire had been holding them in forced servitude for generations, and they spread the word that the time had come for revenge.

AFTERLIFE

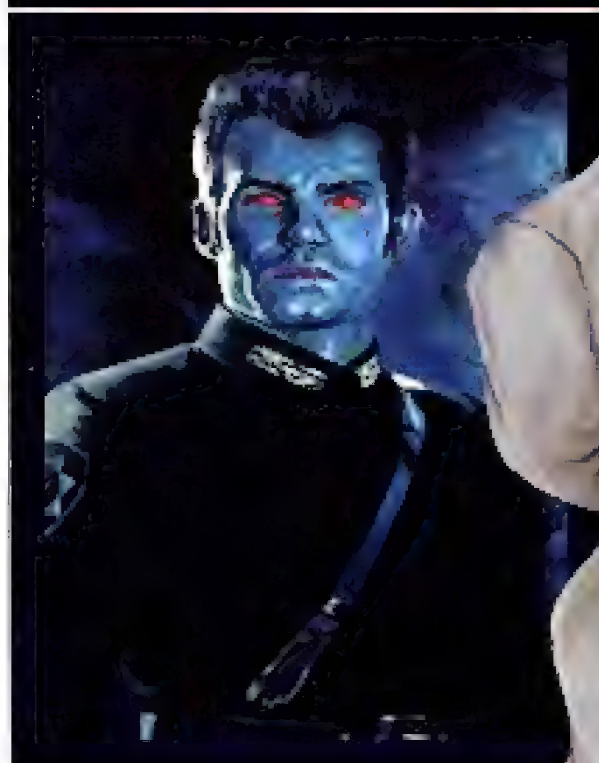
Following Thrawn's murder, Captain Pellaeon took command of the *Chimaera* and ordered the withdrawal of the Imperial fleet.

On Nirauan in the Empire of the Hand, news of Thrawn's death didn't dishearten his followers. They believed Thrawn would return to them in 10 years' time. Exactly a decade later the prophecy appeared to have come true, as sightings of a blue-skinned Imperial Grand Admiral began to spread. In truth it was a ruse, perpetrated by Moff Disra, head of the shrunk remnants of the once-great Empire. Using an actor to impersonate the late Thrawn, Disra convinced many systems to surrender based solely on Thrawn's still-fearsome reputation. Pellaeon, now an admiral, revealed the deception and ended Disra's mad scheme.

Back on Nirauan, Thrawn *had* returned... in a sense. In a cloning vat beneath the Empire of the Hand's fortress, an exact genetic copy of Thrawn had reached maturity. Whatever threat this duplicate may have posed was rendered meaningless when Luke Skywalker and Mara Jade inadvertently flooded the chamber. The Thrawn clone drowned, its life over before it began. ☹

"WHY, THE ONLY PUZZLE WORTH SOLVING, OF COURSE. THE COMPLETE, TOTAL, AND UTTER DESTRUCTION OF THE REBELLION."

—GRAND ADMIRAL THRAWN TO GILAD PELLAEON, CAPTAIN OF THE CHIMAERA



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PROFILE:

アーク・レイコバ



DA

The galaxy writhes in chaos and disorder. It requires a man of vision. I am Darth Krayt.

—Darth Krayt's words upon seizing the Imperial throne



Profile by Daniel Wallace

Often overlooked by history is the fact that the true power of the Galactic Empire was a Sith Lord. Remarkably, after the defeat of Palpatine/Darth Sidious it took more than a century before a new dictator—Darth Krayt—put the galaxy back under the yoke of the dark side of the Force.

Born A'Sharad Hett on Tatooine, Krayt was a Jedi hero long before he felt the call of the Sith. His human mother and father lived among the Tusken Raiders and A'Sharad became part of their culture, too. Like the other Tusken, he learned to ride a bantha, kept his body concealed behind tight wraps

and a sand-filtering breath mask, and fought a ferocious krayt dragon during his trial of adulthood. Because his father Sharad Hett had once been a great Jedi, A'Sharad possessed the same ability to touch the Force.

The bounty hunter Aurra Sing killed Sharad Hett while A'Sharad was still a teenager. Orphaned, A'Sharad found a new family among the Jedi Order. As the apprentice of Ki-Adi Mundi, A'Sharad wielded his father's lightsaber in defense of the Republic. He eventually found an opportunity to take his revenge on Aurra Sing, but refused to strike a killing blow after defeating her in combat.

KRAYT



THE CLONE WARS

Though his restraint showed maturity, he still struggled with the violent urges of his upbringing. The Jedi Council believed that he could learn more from the Dark Woman—the Jedi who had once trained Aurra Sing—and his apprenticeship was transferred to her. In time, he took on his own Padawan, a Nikto named Bhat Jul.

The Clone Wars gave A'Sharad an opportunity to deploy his combat prowess. He distinguished himself as a battlefield commander and a leader of clone soldiers, though the death of Bhat Jul saddened him. On a mission to Aargoonar, A'Sharad teamed with Anakin Skywalker, who hated all Tusken Raiders due to the torture and death of his mother Shmi. In a tense reconciliation, A'Sharad learned the secret of Anakin's Tusken massacre, and Anakin became one of the few to see A'Sharad's real face beneath his mask.

During the Outer Rim Sieges, A'Sharad fought at Boz Pity and Saleucami. He survived the betrayal of his clone troops during Order 66 and escaped to Tatooine, where he took up his former life as a Tusken chieftain. Obi-Wan Kenobi, now living on Tatooine as a hermit, confronted A'Sharad over Tusken aggression toward the local moisture farmers. A'Sharad lost an arm in the encounter, which shamed him in front of his clan. A bitter A'Sharad ventured out into the galaxy as a bounty hunter, journeying to the sinister world of Korriban.

"A light had gone out in the galaxy and I was alone."

—Darth Krayt recalls the events of the Jedi Purge

There he encountered the long-dead spirit of the Sith Lord XoXaan. Bereft of the guidance of his father, his Jedi mentors, or his Tusken comrades, the secrets of the dark side held particular appeal for A'Sharad. Shortly after this encounter, A'Sharad became a prisoner of the extragalactic aggressors known as the Yuuzhan Vong, who tortured him inside the agonizing restraints of the Embrace of Pain. Vergere, a fellow ex-Jedi who now lived among the Vong, seemed to reinforce the teachings of XoXaan by pointing out the folly of shutting out the totality of the Force by only focusing on its light side. By the time he left the Vong, A'Sharad vowed to reestablish the Sith Order with himself as ruler.

To mark the start of his plan he adopted the Sith name Darth Krayt after the proud predators of his birth world. He had no patience for the "Rule of Two" espoused by Emperor Palpatine, and promised to attract many Sith Lords under a single banner with his new One Sith philosophy, the "One Sith" being the Sith Order itself. Once organized, their sheer number would prove more than a match for the reinvigorated Jedi Order that had sprouted under Luke Skywalker's leadership. Building such a cabal would require secrecy and time, but fortunately he had both. Biological enhancements received during his Yuuzhan Vong captivity extended Krayt's life far beyond its normal span.



DESCRIPTION

After his transformation into Darth Krayt, he wore a heavy covering of Yuuzhan Vong living armor that bore wicked protrusions and bony spikes and left nothing visible save his mouth and eyes. Krayt perfected his combat techniques over many decades, and his skills with telekinesis and Sith lightning far outstripped those of any Sith of his era.



SEIZING THE THRONE

More than 100 years after the fall of the Empire, Darth Krayt engineered a pact with the new Empire. He arranged for the sabotage of a joint Jedi/Yuuzhan Vong terraforming project, triggering a new Galactic Civil War. The One Sith finally emerged from the shadows as Imperial allies, but Krayt wasn't about to stop there. After the Imperial capture of Coruscant, Krayt seized the throne from Emperor Roan Fel and ordered the massacre of the Jedi. For a decade Krayt ruled known space, using agents such as Darth Talon and Darth Maladi to crush resistance and to keep Roan Fel's surviving "Empire in exile" in check.

In the year 137 after the Battle of Yavin, Darth Krayt could no longer ignore the deterioration of his ancient body. He became obsessed with Cade Skywalker—the Jedi descendant of Anakin and Luke who had turned his back on his heritage—under the belief that

Skywalker's Force-healing abilities could save him from death. He captured Skywalker on Coruscant and tried to recruit him to the One Sith, but the young Force-user escaped.

Krayt found his kingdom disintegrating along with his body. Brutal strikes by Roan Fel's forces and the meddlesome Galactic Alliance Remnant led to a humiliating defeat at the Mon Calamari shipyards. As payback, Krayt ordered the near extermination of the Mon Cal species.

On Had Abbaddon, in the Deep Core, Krayt confronted Skywalker a second time. But a third Force-user possessed powers that outshone them both. Karness Muur, an ancient Sith spirit, blasted Krayt with overpowering energy, sending him over a cliff to the rocks below.

Still alive, Krayt looked to his aide Darth Wyyrllok for help, but Wyyrllok executed his helpless Master in a Sith power grab.



5 EVIL DEEDS!

2 Anakin maims and kills Dooku

Star Wars: Episode III Revenge of the Sith

There's no doubt that Count Dooku was an evil force in the universe who had to be stopped, but removing his hands before severing his head was an act of cruelty that marked a major turning point for Anakin.



1

Order 66

Star Wars: Episode III Revenge of the Sith

The most evil deed in the entire saga. Palpatine's diabolical scheme to rid the galaxy of Jedi is put into practice. The Jedi fall, darkness envelopes, and all seems lost as the dark times begin.



3

Dooku decrees death in the arena

Star Wars: Episode II Attack of the Clones

Count Dooku may be suave and charismatic, but his sadistic nature is best illustrated when he sends Anakin, Padmé and Obi-Wan to their almost certain deaths in the Arena on Geonosis. His proclamation "She will die", is more chilling because of his calm delivery.



PREQUELS

The bad guys of the Republic era are as evil as those during the dark times! Here are five evil acts from the prequels!



5

Sebulba sabotages Anakin's podracer!

*Star Wars:
Episode I: The Phantom Menace*

Small-time villainy, but Sebulba's desire to defeat his opponents would have resulted in certain death for his arch-rival, young Anakin Skywalker!



4

Invasion of Naboo

Star Wars: Episode I: The Phantom Menace

The greedy Trade Federation invades the peaceful planet of Naboo in the first major step toward the creation of the Empire!





STAR WARS
THE **FORCE**
UNLEASHED
ULTIMATE SITH EDITION

FROM UNLEASHED TO ULTIMATE!

LUCASARTS' DAVID W. COLLINS (AKA "PROXY") TAKES A LOOK AT
STAR WARS THE FORCE UNLEASHED: ULTIMATE SITH EDITION!

There was some pretty big news for *Star Wars* fans at San Diego Comic-Con this summer: LucasArts announced *Star Wars The Force Unleashed: Ultimate Sith Edition* for the 2009 Holiday season. The new version of the game expands on the original game with a special, new version that allows gamers to explore the darkest side of the Force!

STARKILLER RETURNS!

Released in September 2008, *Star Wars The Force Unleashed* introduced Darth Vader's secret apprentice in an all-new story that was praised by fans and critics alike. As Vader's apprentice "Starkiller" (a nod to George Lucas' original name for Luke Skywalker in an early draft of *Star Wars*), players explored the time period several years before Episode IV by following Vader's orders to hunt down all remaining Jedi. The game allowed players to choose between a path of redemption or ultimate evil while re-imagining the scope and scale of the Force. It also unveiled new facets of the *Star Wars* saga seen through the eyes of Starkiller.

But what if Vader was defeated before the classic trilogy timeline? What if Starkiller became the Emperor's new right-hand man? Would the Rebellion even stand a chance if you were to step into the shoes of the galaxy's most "unleashed" Sith Warrior? *Ultimate Sith Edition* might just have the answers by featuring new levels that put Starkiller in Vader's boots during the classic trilogy timeframe.

ALTERNATIVE TIMELINE

In the new "alternative timeline" Tatooine level, Starkiller travels to Jabba's palace in search of information. In the process, he runs into some familiar characters, including Boba Fett and a certain Jedi Master in hiding...

The game also includes an all-new bonus level that allows players to participate in the Battle of Hoth, but with a new dark side twist: Imagine experiencing the battle again in a "what if" scenario in which you have to keep the Rebels from escaping... and you embark on a collision course with Luke Skywalker himself!

Ultimate Sith Edition was created by the original *Star Wars: The Force Unleashed* team, led by Haden Blackman and produced by Julio Torres. It features new performances by actor Sam Witwer, the likeness and voice talent behind Starkiller.

"It was really exciting to be able to come back and not only revisit the character, but take him in a new direction and continue the story," says Witwer. "This is a kid that was raised by Vader to be a Force wrecking ball—a killing machine working for the bad guys, even though he really wanted to be one of the good guys. Well, what if his quest for redemption failed? What if he became the most powerful Sith ever, even more powerful than Vader? What would happen to the *Star Wars* story as we know it?"

Turning Starkiller into the ultimate Sith Lord was a challenge that Witwer relished. "We had several discussions about his psyche at this point. I was able to spend several hours experimenting with different sounds at the LucasArts recording studio with the team, and really dial in the sound of Starkiller. It made a huge difference to the character, considering that he's been a Sith Lord for a while at this point in the story."

"I HAD A BLAST PLAYING THROUGH THESE NEW LEVELS, AND WATCHING THE CLASSIC *STAR WARS* TIMELINE THAT I'VE KNOWN ALL MY LIFE TAKE THESE EVIL TWISTS AND TURNS."

SAM WITWER, STARKILLER





Witwer also reprises his role as Emperor Palpatine, and playing both characters really gave the actor the opportunity to further develop Starkiller. "The thing with Starkiller," Witwer says, "is that he is now the Emperor's lapdog, and has lost everything he loved including any shred of his humanity. But his power is unprecedented! So his anger mixed with his unstoppable power means he's very dangerous... and a little insane!"

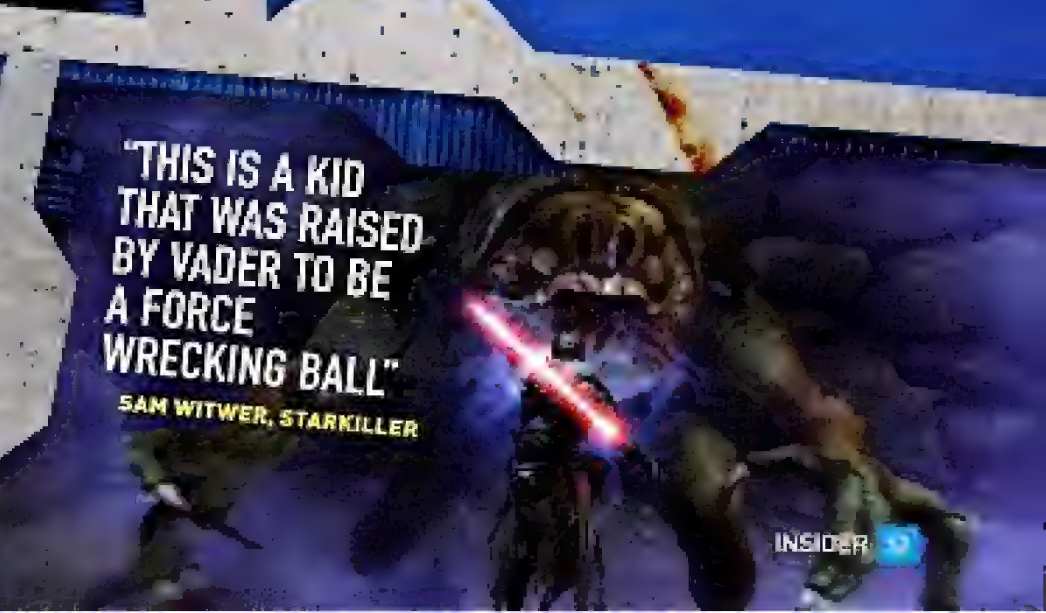
After playing the new levels, Witwer got excited. "It was crucial to see what they had in mind before we did new performances. The internal team at LucasArts did an amazing job of capturing the essence of the classic trilogy and turning it on its head. As a *Star Wars* fan, I had a blast playing through the new levels, and watching the classic *Star Wars* timeline that I've known all my life take these evil twists and turns."

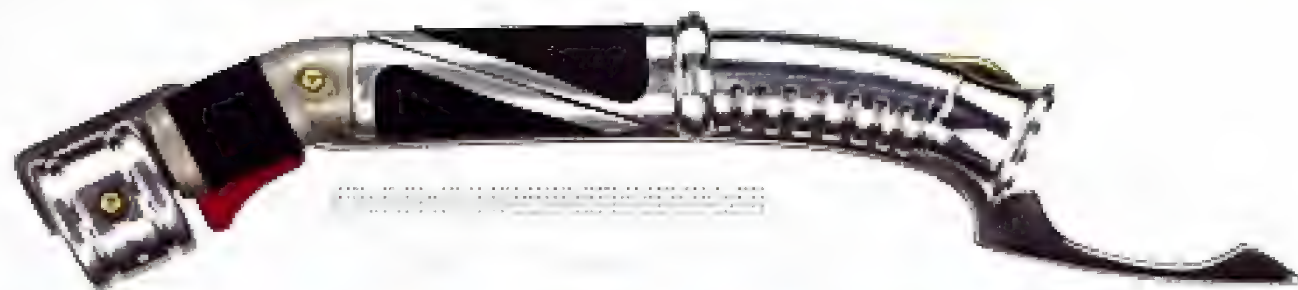
Along with the new levels, *Star Wars The Force Unleashed: Ultimate Sith Edition* includes all of the missions found in the original game, as well as content previously available only via download, such as the "Jedi Temple" mission. The new edition will be available on the Xbox 360, PlayStation 3 and, for the first time ever, PC and Mac this holiday season. ☺



**"THIS IS A KID
THAT WAS RAISED
BY VADER TO BE
A FORCE
WRECKING BALL"**

SAM WITWER, STARKILLER





COUNT DOOKU

By Daniel Wallace

“The democratic process in the Republic is a sham. The time will come when that cult of greed called the Republic will lose even the pretext of democracy and freedom.”

—Count Dooku to Senator Padmé Amidala

WILLY

DESCRIPTION

Dooku was in his 80s at the time of his death, a distinguished silver-haired elder statesman. This was the image he projected to the galaxy, one that allowed him to recruit new members into his Separatist movement. Dooku's heart was cold and remote, and his ruthlessness to orchestrate the Clone Wars overshadowed every good deed he had achieved in a lifetime. Dooku carried a lightsaber with a curved blade and practiced an elegant technique that he could outpace many of his opponents.





Dooku was a unique case in the history of the Jedi Order. Universally respected, he would have been a Master on a par with Yoda had he not abandoned the Order to join its greatest enemies. A study in contradiction, he was a Sith Lord with a bust of honor in the Jedi Archives, and a Clone Wars criminal who was widely considered a man of peace.

Unlike most younglings brought up inside Coruscant's Jedi Temple, Dooku knew of his birthright as heir to a noble family of Serenno. The belief that he was better than the other students only seemed to gain further validation when Dooku demonstrated an understanding of the Force far beyond that of his peers. Yoda recognized Dooku's potential and spent much time instructing him in the arts of telekinesis and lightsaber combat. Naturally standoffish, Dooku did not make friends easily, a trait exacerbated when his fellow student Lorian Nod stole a Sith holocron and tried to pin the blame on Dooku. The Jedi Council expelled Nod when the truth came out, but Dooku became convinced that close relationships always ended in betrayal.





"Become unreliable Dooku has. Joined the dark side. Lies, deceit, creating mistrust are his ways now."

—Jedi Master Yoda

ILLUSTRATION BY JAMES HAMILTON

JEDI HERO?

In adolescence Dooku became the Padawan learner of Thame Cerulian, a Jedi scholar on the Council who called Dooku the finest swordsman he had ever seen. In short order Dooku passed the trials of Knighthood, then took on his own apprentice, Qui-Gon Jinn. Though they made an effective team, Dooku couldn't understand his Padawan's reckless attachment to "lesser life forms." Following Qui-Gon's graduation to the rank of Jedi Knight, Dooku selected Komari Vosa as his second Padawan.

Throughout his tenure as a Jedi, Dooku studied history and politics, intrigued by the responsibility the Jedi held for upholding the Republic's institutions. Yet he could not ignore the fact that Coruscant politicians were a lazy and greedy bunch, freely taking bribes and remaining deaf to public calls for reform. That the Jedi would so readily defend a corrupt institution disturbed him. Eventually Komari Vosa disappeared on a mission, but Dooku was not troubled, for he and his Padawan had never been close. Far more disturbing was the news that Qui-Gon Jinn had been killed on Naboo at the hands of a Sith assassin. Dooku shocked the Council by choosing that moment to resign from the Jedi Order. The Council claimed to respect his decision, and enshrined Dooku alongside other famous principled objectors as the Lost Twenty.

BIRTHRIGHT

Dooku returned to Serenno to take up his birthright as count. He also made an alliance with Darth Sidious. Though Sidious had been behind the death of Qui-Gon Jinn, Dooku understood the bigger picture and realized that only the Sith had a hope of restructuring the galaxy. Dooku became Sidious' new apprentice, and accepted the Sith title Darth Tyranus.

Because Sidious held official power in his alternate identity of Supreme Chancellor

Palpatine, the path to revolution became clear. Dooku murdered his former Jedi colleague Sifo-Dyas and took charge of a clone army that Sifo-Dyas had ordered from the geneticists of Kamino. To supply the template for the army, Dooku selected Jango Fett after the Mandalorian proved his worth by killing Dooku's rogue Padawan Komari Vosa.

At the same time, Dooku set about building a second army at the droid factories of Geonosis. With Palpatine leading the clones and Dooku commanding the droids, the two Sith Lords could manufacture a false war with the Jedi caught in the middle.

Their plan worked better than Dooku had imagined. Giving speeches and appealing to decades-old frustrations, Dooku persuaded thousands of star systems to secede. His Separatist movement took formal shape as the Confederacy of Independent Systems, with the Trade Federation, Commerce Guild, and other mercantile powers signing on. After Obi-Wan Kenobi uncovered the clone army and the Republic Senate gave Palpatine the authority to use it, the two sides clashed in the Battle of Geonosis. Dooku cut off Anakin Skywalker's arm in a lightsaber fight, but fled when Yoda threatened to overwhelm him.

Over the next three years, Count Dooku ordered his armies into fights that devastated worlds. He relied on the loyal service of his agents Asajj Ventress and General Grievous, and enlisted the likes of Lok Durd and Pre Vizsla of Death Watch to

fight for the Separatist cause. Anakin Skywalker proved to be the cause of most of Dooku's setbacks, as when he and his Padawan Ahsoka Tano exposed the plot to kidnap Jabba the Hutt's offspring. But Dooku had beaten Anakin once, and had no doubt that he could beat him again. His arrogance proved to be his doom. In orbit above Coruscant during the final battle of the Clone Wars, Dooku faced off against Skywalker with Palpatine as a witness. Skywalker, whose skills had deepened over years of warfare, chopped off Dooku's hands and prepared to remove his head. A single command from Palpatine—"Kill him!"—was all it took. Dooku lay dead, a casualty of the Sith Rule of Two. ☹️

"Your moves are clumsy, Kenobi... too predictable. You'll have to do better."
—Count Dooku



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THE SACKING OF CORUSCANT



A behind the scenes look at the epic trailer for *Star Wars: The Old Republic*.

Words: David W. Collins.

There's little doubt that ardent *Star Wars* gaming fans are aware that LucasArts and Bioware—which previously collaborated on the 2006 hit *Knights of the Old Republic*—have again teamed to bring gamers *Star Wars: The Old Republic*, a massively multiplayer online video game (or MMO) set more than 3,000 years before the events of the six films.

Already gamers are chomping at the bit to sign up and discover what awaits them, with forums abuzz with great anticipation as fans look at video diaries, comics, concept art, and regular blog posts from members of the development team.

In June 2009, LucasArts and Bioware captured the attention of the entire gaming world and beyond by releasing a cinematic trailer that showed a glimpse of the game's story. More than just a three-minute peek into a new game, the trailer was

a short film that told a chilling story about pivotal events that rock the *Star Wars* galaxy.

"Having story as the focus of this MMO is the entire reason for doing *Star Wars: The Old Republic*," says James Ohlen, Studio Creative Director and Lead Designer at Bioware, which is developing the game. "While story has appeared in many other MMOs, it has never been given the attention or love that you can find in a single-player game."

For the specially created trailer, Ohlen adds, "We wanted to have a movie that showcased one of the defining moments of the Old Republic era—the sacking of Coruscant by the Sith Empire."

"We also wanted to show the movie from the point of view of the Empire. *Star Wars: The Old Republic* is a *Star Wars* game that allows you to play on the side of evil, so we reflected that in the movie."

STAR WARS: THE OLD REPUBLIC




THE NEW YORK TIMES MAGAZINE

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"Star Wars: The Old Republic created a huge buzz at E3, with the trailer winning several 'Best-Of' awards."




MORE THAN A TRAILER

"We wanted more than just a trailer; we wanted to make a cinematic *Star Wars* experience," says Roger Evoy, Marketing Manager at LucasArts. "*Star Wars: The Old Republic* is a ground-breaking MMO, so we wanted a ground-breaking trailer." LucasArts and Bioware collaborated with Blur Studios of Venice, California to create a trailer that would create a buzz and represent the game's story. Multiple storyboards and scripts later, the stage was set for the sacking of Coruscant and a massive attack on the Jedi Temple by an army of Sith warriors.

In the trailer, we hear a Sith Lord's ominous voice say, "Our time has come. For 300 years, we prepared. We grew stronger." For the role, long-time talent directors Darragh O'Farrell and Will Beckman cast a British voice actor named Jamie Glover. "It's interesting to note that he is the son of Julian Glover, an actor that *Star Wars* fans know as General Veers from *The Empire Strikes Back*," says O'Farrell.

"The Sith warrior is designed for fans of Darth Vader," Ohlen adds from his office at Bioware. "When designing the class, we made a list of all the iconic moments from the movies that a Vader fan would want to experience. We used that list to inform how the Sith warrior story would play out and what abilities he would get."


Once the story and battle concepts were in place, Blur began the enormous task of using motion capture, key-frame animation, and sophisticated rendering to create photo-realistic visuals.

During this process, rough cuts and early versions called "animatics" were sent to LucasArts and Bioware for review.

"It was an incredibly collaborative process," remarks Evoy.

"So many people offered amazing feedback during this project; Bioware and LucasArts folks primarily, but also from Lucas Licensing, and the director and producers at Blur; it was obvious that this trailer was shaping up to be something very special!"





"The Sith Warrior is designed for fans of Darth Vader."



SOUND STORY

As a Sound Supervisor at LucasArts, this writer got to see a rough cut of the "Deceived" trailer in early 2009. I immediately asked if I could be the Sound Lead on the project, and went about setting up the sound team. We knew that we wanted to work in close collaboration with Skywalker Sound, due to the cinematic nature of the trailer. We treated it just like a film: We walked Foley (created sound effects) at Skywalker Ranch for the sounds of character movements like footsteps, body-falls, costume swishes, and props. Next, we hired a group of actors and held an ADR (for "looping") session at Skywalker Sound's orchestral scoring stage, a space that could capture the echoes heard inside the great hall in the Jedi Temple. This allowed us to create the performances needed for a giant battle, as all of the actors brought the Jedi and Sith armies to life!

We brought in long-time collaborator Erik Foreman (a *Star Wars* veteran in his own right, having won an Emmy for his work on the *Star Wars*:

Clone Wars micro-series from 2003), and the team began the sound design and editorial process. Once all of the pieces came together (along with the near-complete visuals), we began work on the audio mix.

The "Deceived" trailer was set to debut the first week of June, and we couldn't wait to see how gamers and *Star Wars* fans would react.

And what a reaction it was! The trailer captured the imagination of gamers and *Star Wars* fans alike, and *Star Wars: The Old Republic* created a huge buzz at E3, with the trailer winning several "Best-Of" awards, and setting fans' excitement at fever pitch.

"When we decided to go with Blur we were pretty sure we were going to get quality work, but that didn't prepare us for the end result," says Bioware's Ohlen. "We were blown away by what they delivered."

"You want to know what the best part about this is? This trailer is just the tip of the iceberg," adds LucasArts' Evoy. "Just wait until the game comes out: gamers and *Star Wars* fans are going to lose their minds." 🌌

EXHAUSTED UNIVERSE - FOR MORE INFORMATION, GO TO WWW.SWTOR.COM



1

2

Stormtrooper throwing

Star Wars: The Force Unleashed

Ok, so throwing a stormtrooper around like a rag doll using the power of the Force is fairly small-scale villainy, but torturing the Empire's finest in a variety of ways is a twisted yet fun way to spend your time.

Bombardment of Taris

Knights of the Old Republic (Video Game)

Darth Malak's all-out assault on the tiny planet killed countless civilians and left the surface in ruins.



EXPANDED UNIVERSE

From books to comics and video games, the bad guys have thrived in the EU. Check out five of their most evil moments!

3 Evil Jedi!

Star Wars Knights of the Old Republic
(comic book) "Commencement, Part 1"

The Padawan massacre of Taris was carried out by five members of the Jedi Covenant—Fel'n, Q'Anilla, Raana Tey, Xamar, and Lucien Draay—in an attempt to halt the return of the Sith by framing Shad Jelavan, who they sensed was moving toward the dark side of Force.



4

Hosk Trey'lis is killed by the Sith

Star Wars Legacy

The Bothans have a rough time in the *Star Wars* saga, but Jedi Hosk Trey'lis' death at the hands of Darth Krayt ranks as one of the most disturbing moments in the entire saga.

5

Mara Jade murdered!

Legacy of the Force: Sacrifice

Mara Jade's death at the hands of her own nephew Jacen came at the end of a bloody, violent battle that saw the young Jedi take his final step toward becoming a Sith Lord.





From top left: Darth Vader in his TIE fighter; an attentive wardrobe team ensures that the Dark Lord always looks his best!; David Prowse, Peter Cushing and Mark Hamill on set. Note Cushing's white glove, used to protect his fingers from tobacco stains. Main image: The evil Empire

JEDI

ARCHIVE

RARELY SEEN IMAGES FROM THE LUCASFILM ARCHIVES

DIAMOND IS FOREVER!

BASED JUST OUTSIDE BALTIMORE, MARYLAND, DIAMOND SELECT TOYS BRINGS A NEW LINE OF COMIC BOOK AND SCIENCE FICTION COLLECTIBLES TO STAR WARS-ENTHUSED CHILDREN AND ADULT COLLECTORS ALIKE. WORDS: CHRIS SPITALE

An offshoot of Diamond Distributors, the world's largest supplier of English-language comics, Diamond Select was started in 1999 to spread comic-inspired toys and collectibles beyond the specialty hobby market and increase the public's overall awareness of the category. With its new Ultimate Quarter-Scale series of articulated Star Wars figures, Diamond has established its presence among mass retailers as well as fans.

"Star Wars is the holy grail of licenses," says Chris Schaff, Project Manager in charge of design and development of Diamond's Star Wars and Indiana Jones product lines.

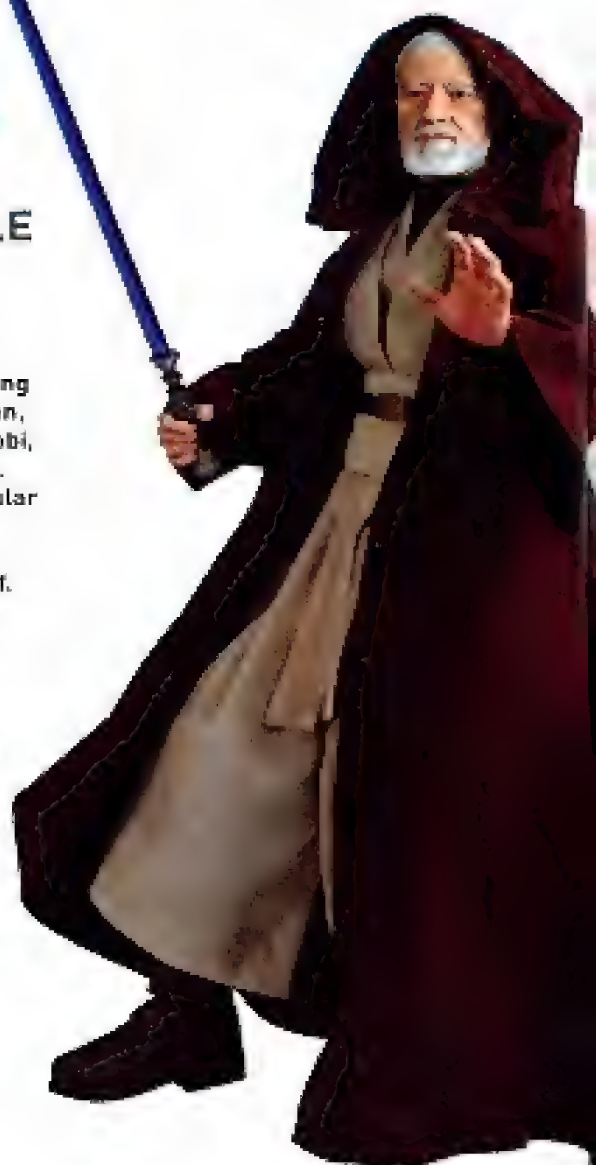
"We've always had our eye on an opportunity to get involved with Lucasfilm, and when we acquired Art Asylum [a New York design studio turned toy maker], we obtained the tooling for their 18-inch figures. Other companies were making larger quarter-scale premium figures, but we thought we had an opportunity to do similarly scaled figures, but articulated and at a more affordable

price so that they could be played with versus just displayed."

Darth Maul was Diamond's first large Star Wars figure, shipping during the holiday season in 2008. Since then, Hoth Han Solo, classic Obi-Wan Kenobi, and Mace Windu have joined the line. "We know Maul is an extremely popular character, so we selected him first, and while he's got a great outfit, it's black on black on black," says Schaff.

"So, we went with Hoth Han next. Fans wondered why we didn't do *A New Hope* Han first, but we really wanted to show what we could do with outfits."

While Diamond originally planned six figures per year, the current economy has slowed the initial line plan. "The collectibles market is still strong, but the casual collector is scaling back, so we thought it would be a bit of a disservice to our core audience if we proceeded as originally planned. We'd hate for fans to have to pick and choose characters and later have to buy from the secondary market at an inflated price, so we decided to scale back and do four per year."



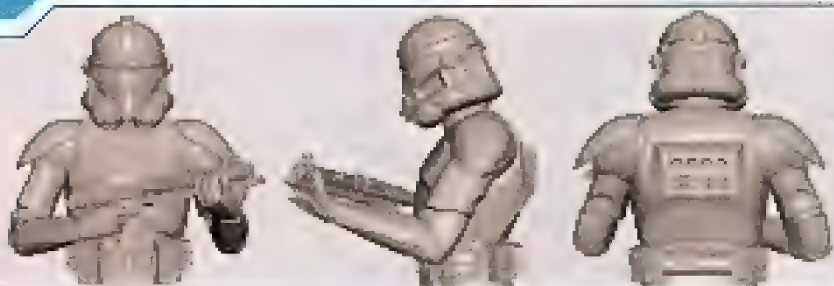
SPEAKING FOR THEMSELVES!

Besides the detailed outfits and accessories, each figure includes a sound chip with authentic dialogue from the *Star Wars* films; some of the figures will actually interact when their sound clips play.

"Anakin and Obi-Wan have phrases that interact from *Revenge of the Sith*, as do Mace and Emperor Palpatine. Besides using recognizable lines of dialogue, we deliberately chose lines that formed conversations when played together," says Schaff. "We tried to go for roughly 15 seconds of dialogue per character, so some of the characters may have four or five quick lines, while Darth Sidious only has two because his lines are so long. And then you have guys like Maul who only has three lines in the whole saga!"



"The clothing is actually done by a lady who worked with Heston in the 1950s when they were doing their suits for *Episode I*," says Schaff.



Which characters will fans see next in the line? "I have two plans working at the same time," says Schaff. "The first is for old-school collectors—two figures that we announced at San Diego Comic-Con: Grand Moff Tarkin and Count Dooku. Peter Cushing and Christopher Lee are icons of the silver screen, and we hope that fans of those actors, as well as their *Star Wars* characters, will be pleased with their addition to the line. Our other plan is to introduce armored characters. All of our original releases have been humanoid characters in cloth outfits. Darth Vader will be the first to incorporate extra armor and body accessories, and then we'll move into fully-armored stormtroopers and clone troopers, and then eventually Boba Fett."



MORE MURALS!

Another exciting feature of Diamond's Ultimate Quarter-Scale Line is the unique Dave Dorman murals featured on the side of the collectible packaging. When fully assembled, the murals measure 26 inches wide by 21 inches tall, with mural one containing classic trilogy heroes, mural two containing prequel trilogy heroes, and mural three containing a mix of villains from the entire saga. "The idea for the murals was conceived when we first signed the license," says Schaff. "We wanted to do something that added an extra level of collectability to the line. The murals are divided so that each character can stand on its own, and when you group the figures together, you can see it's one big picture. We were familiar with Dave's work from *Star Wars* comics. His was the only name that popped into mind, and we are really happy that he was available and excited to be a part of the project."

SAVING WITH STAR WARS!

While scaling back the quarter-scale line, Diamond has slowly begun to accelerate its vinyl bank line. It will include not only character busts of key heroes and villains, but some of



Top left: Early concept art for the Diamond Select clone trooper; middle: who better than Darth Vader or Darth Maul to guard your money?; left and top of next page: Dave Dorman's impressive artwork adorns the packaging.

the saga's most recognizable vehicles as well.

For the foray into the banks, Diamond chose iconic characters and famous poses.

"We want them to remember the scene or pose," says Schaff, "but at the same time we're trying to build in natural opportunities for variation, like Vader unmasked or Maul posed with saber and hood down, but with a variation where the hood is up and he's holding a holographic Darth Sidious in his hand."



UNIVERSAL APPEAL

Diamond hopes that both kids and collectors will gravitate toward their two new lines. "Whenever I'm working on a product, in the back of my mind I think about how cool it would have been to have had one when I was a kid," says Schaff. "Obviously, with the current price point, the Ultimate Quarter-Scale line is geared toward collectors, but the price is low enough that there will be a percentage of parents who also buy them for their children to play with. However, it's the reverse for Diamond's bank line. "We set out to do bust banks with the intention that these will go on kids' nightstands or dressers, but the sculpts and paints are detailed enough that some adults will want to pick up an extra one to display on their desks at work. Basically, we've designed the figures and the banks for the core or casual *Star Wars* fan, be it an adult or a kid; they're really for everyone."



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BLASTER

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By the fans, for the fans!

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Meet the stars, show the evidence, win the bounty!

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Darth Vader starts the saga with a bang!

83 INCOMING

ALL THE LATEST MUST HAVE COLLECTIBLES!



"THERE'S NOTHING LIKE A GOOD BLASTER AT YOUR SIDE, KID."

BOOKS

GET A TOUR OF THE PLANET'S LARGEST SAGA COLLECTION IN *STAR WARS: 1,000 COLLECTIBLES*

WORDS: DANIEL WALLACE

GOLDEN TICKET

Even for non-collectors, Steve Sansweet's Rancho Obi-Wan is a sacred *Star Wars* site. Located in the hills of Sonoma County, this former chicken barn houses 5,000 square feet of rare merchandise and memorabilia that would make Jabba the Hutt green with envy. This November, Abrams Books offers an unprecedented peek at this treasure trove and the tales behind it, with *Star Wars: 1,000 Collectibles—Memorabilia and Stories From a Galaxy Far, Far Away*.

In the late 1970s, *Star Wars* launched the modern era of movie product licensing. It's been going strong ever since. From C-3PO's cereal to clone trooper helmets to candy shaped like the tongue of Jar Jar Binks, the saga has always provided myriad tangible touch points—and that doesn't even include the flood of bootleg and fan-made items that exist on an unauthorized "gray level." From big to small, and from certified to

unsanctioned, *1,000 Collectibles* provides an overview of it all.

"We all wanted this book to appeal to several audiences," says Sansweet, who co-created the book with Anne Neumann. "The hardcore collector who would see things he had never even known about,

"MY FAVORITE CHAPTER, WHICH ENDS THE BOOK, IS CALLED 'CAN YOU BELIEVE IT?'"

A fan-made bantha pikata, this took first place in its category at a Mexico City *Star Wars* convention crafts contest.



the general collector who would see some object that might be in her collection, and the broader audience that would pick up the book and find it colorful, goofy, and fascinating all at the same time."

This isn't the first book from Sansweet that focuses on *Star Wars* merchandise. Under his belt are *The Star Wars Vault*, *Star Wars Scrapbook: The Essential Collection*, and two Tamara prize guides, among others. But he's never written a book featuring his own unique collection.

"When Abrams expressed interest in doing a collectibles book in a format like their very successful *Rolling Stone: 1,000 Covers*, I jumped at the chance. I gave them what they wanted, and what I wanted, by filling the book with stories and anecdotes about collecting, collectors, strange stories behind objects, how I made smart purchases by chance, and how I stupidly passed on a lot of others."



Neumann, who shot the bulk of the book's photos, is Rancho Obi-Wan's collection manager. For the book's photography, most items were shot against a white background in a photo studio that Neumann set up on the premises, complete with professional lighting, filters, and light diffusers. Some items were so bulky they had to be shot on the museum floor.

But photography proved easy compared to the challenge the team faced at the outset—how to decide what items made it into the book and which ones fell just short. Even though the book's title was *1,000 Collectibles*, it couldn't hope to showcase more than a sliver of Rancho Obi-Wan's vast collection, and Sansweet and Neumann needed to ensure that their selection represented the *best* sliver. "Anne and I took some initial walks through the museum and the list of potential items kept growing," Sansweet recalls.

The Abrams editor on the book, Elisa Urbanelli, came over several times and I paid attention to items that she, as a newbie, found interesting. Anne had a hankering to find as many 'Jar Jar tongue' objects as possible, so we ended up with several spreads on those."

But novelty items are just one type of treasure to be found in *1,000 Collectibles*, which brings up another logistical hurdle. Alphabetical order is out, so what kind of organizational structure would prove both logical and pleasing? "As I started looking over the first few hundred photos, certain natural patterns become clear—things that belong with other things," says Sansweet. "One day when Anne, Elisa, and I were talking, I just came out with broad and simple terms that became the chapters: 'Play With It,' 'Wear It, Eat It or Keep It,' 'Look At It, Use It,' and my favorite, which ends the book: 'Can You Believe It?'"

Mixed in among the officially licensed items are one-of-a-kind prototype toys, packaging concepts, and film props. Most of these are treasures of which Sansweet owns the only copy in existence. "Because I collect everything that is *Star Wars*, there tend to be singular items in every category," he says. "Where else are you going to see the full-leg plaster cast of a top stuntman who shattered his leg when jumping off Jabba's sail skiff, signed by dozens of cast and crew including Mark Hamill and Carrie Fisher—who



On the left are colorful ice popsicle boxes from Australia. At top right is a Pepsi/Suntory premium from Japan for Episode I: a carrying case for 10 cans of soda. Below is a more recent Japanese premium: a home Pepsi-can refrigerated dispenser.



added, 'Your Loving Nurse (Day Shift)'? Or see the 'last remains' of Qui-Gon Jinn?"

Also represented are fan items made for love and unlicensed knock-offs made for greed. "There's nothing quite like an Episode I 'Star Warrior' moving van from China," jokes Sansweet. "As for fan-made items, those are some of my very favorites since they show the passion and the skill of *Star Wars* fans everywhere."

Filed alongside the photos are generous back stories for each of the items, which provide insight that even the most die-hard collector won't have heard before.

"I was able to shed new light on the original Kenner action figures and the infamous 'obscene' See-Threepio card from Topps," says Sansweet. "And then there's the strange and frightening story of Franken Berry cereal. Because of the Internet and the availability of incredible search tools and almost limitless data, I was able to identify, place, and even give credit to people whose stories otherwise would never have seen the light of day."

Finally, full disclosure: Sansweet admits that the book's title is inaccurate. The good news is, his team erred on the low side. "There are a lot more than 1,000 individual items," he says.

"Frankly, none of us have the faintest idea just how many. Maybe a dedicated reader will count them up for us! Any volunteers...? 🙄"



An authentic biker scout helmet from *Return of the Jedi*.

COMICS

KNIGHTS OF THE OLD REPUBLIC FINISHES ITS RUN
WITH "DEMON" WORDS: DANIEL WALLACE

THE FINAL CHAPTER

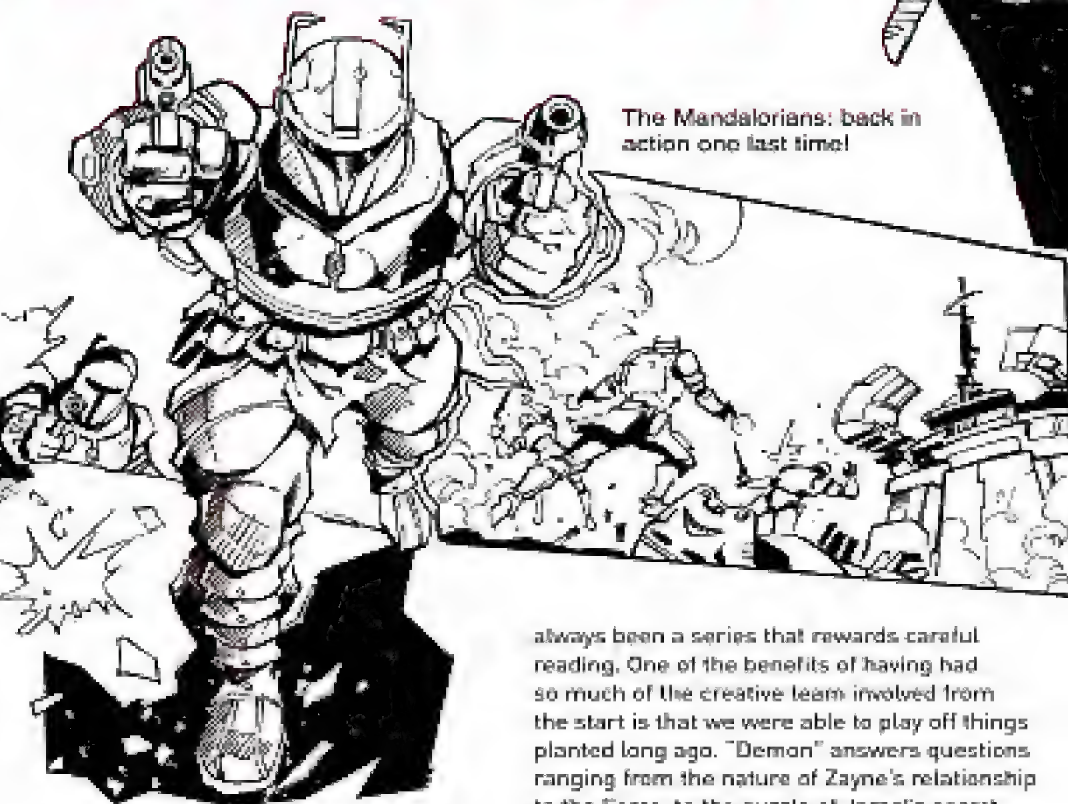
All good things must come to an end, but that doesn't make it any easier for fans of *Knights of the Old Republic*. The series, which began in 2006, has chronicled the adventures of rogue Padawan Zayne Carrick against the ancient backdrop of the Mandalorian Wars. All the plot threads converge as the series reaches its conclusion in issue #50, the finale of the four-part story arc "Demon."

"The story marks the end of a chapter in these characters' lives," says John Jackson Miller, who has scripted *Knights* since the first issue. "For some characters, it's the end of more than that."

Although the real-world publishing period of *Knights of the Old Republic* has spanned four years, in story terms less than a single year of continuity has transpired since the series began. In addition to chronicling the opening months of the Mandalorian Wars, the series has spotlighted characters from the *Knights* games, introduced the memorable con artist Gryph, and hinted at a deepening relationship between Zayne and his traveling companion Jarael.

"I think we gave Zayne the chance to discover that he didn't need the mantle of a Jedi Knight to do the right thing or to realize his potential," says Miller. "What Zayne said about Gryph being the best teacher he ever had has the ring of truth. He learned how to employ his talents in ways his Masters never would have advised him to, and he wound up helping a lot more people. He's an unsung hero, but he doesn't care. It's more important for him to do right than to be seen to do right."

The demon who gives the story arc its name is a familiar villain to *Knights* fans. Demagol, the fiendish Mandalorian surgeon introduced in "Flashpoint," fell into a coma after a failed suicide attempt while in Republic custody. Now the prisoner has awakened, and his trial can finally begin,



The Mandalorians: back in action one last time!

Both Zayne and Gryph assisted in Demagol's capture, and they are drawn to Coruscant for the big event.

"Having kept too many secrets from each other, Zayne and Gryph's partnership seems to be over," explains Miller. "But there are other, darker secrets, and when they come to light Zayne realizes that—in bringing Demagol to justice—he may have unleashed an even greater terror."

"Demon" brings back characters that have appeared throughout the series, even the hulking droid Elbee. And Miller promises that several mysteries will be resolved once and for all. "I think the surprising thing for readers may be just how many clues were staring at them all along," he says. "This has

always been a series that rewards careful reading. One of the benefits of having had so much of the creative team involved from the start is that we were able to play off things planted long ago. "Demon" answers questions ranging from the nature of Zayne's relationship to the Force, to the puzzle of Jarael's secret past, to how Gryph survived the bombardment of Serroco. We've known the answers all along, and have placed hints throughout."

The end of *Knights of the Old Republic* isn't the end of Miller's involvement with *Star Wars*. He's currently writing the *Lost Tribe of the Sith* series of e-books for Del Rey (supporting the *Fate of the Jedi* line), and is looking at more projects on the horizon. Miller is also the writer of Dark Horse's upcoming comics series based on the game *Mass Effect*.

Looking back, Miller has nothing but pride about his stint on *Knights of the Old Republic*. "Fifty issues on a series is rare for a writer in comics these days, and everyone has been wonderful. It would be fun to return to these characters again. Only a small portion of their lives has been explored, so who knows?"



THE PURGE CONTINUES

IT'S DARTH VADER VS. THE JEDI IN THIS ONE-SHOT ADVENTURE

Not all the Jedi perished during Order 66. The survivors were hunted and eliminated by Darth Vader, until their numbers had dwindled to the point that Grand Moff Tarkin could tell Vader with confidence, "You, my friend, are all that's left of their religion."

The original *Star Wars Purge*, published in 2005, showed how Vader wiped out a conclave of Jedi on Kessel. A new volume, *Star Wars Purge: Seconds to Die*, hits shelves in November. This time, writer John Ostrander warns fans not to take the title at face value.

"I try to look at a lot of different meanings for the word purge," he says. "It's not simply the Jedi purge,

but the idea of someone—perhaps Vader, perhaps not—who needs to purge themselves of some feeling."

The action will take place largely in the undercity of Coruscant, a place where light and the Law seldom penetrate.

Sha Koon, the niece of Plo Koon, makes a repeat appearance after a cameo in 2001's *The Stark Hyperspace War*. Although she's a Jedi, is it possible that the events she's experienced since the Temple's destruction have driven her to the dark side? "She's the variable, and we don't know the end of her story," says Ostrander. "By getting involved with her, we can tell you a story the ending of which you don't know."

As for Vader, Ostrander doesn't see much redemption in the man who massacred children to demonstrate his willingness to enforce the Emperor's will.

"I think he's committed to the vision of a 'safe' galaxy," he says. "Whatever regrets he may have are purely secondary to his and Darth Sidious' evil vision."



STAR RETRO WARS

HE'S A VILE BAD GUY WHO YOU WOULDN'T WANT IN YOUR HOUSE... UNLESS YOU'RE A *STAR WARS* COLLECTOR!

WORDS & PICTURES: GUS LOPEZ



ON THE TRAIL OF A SLUG!

It's hard to imagine that the *Star Wars* galaxy's horrid gangster slug could be a popular collectible, but Jabba the Hutt has appeared in hundreds of *Star Wars* items from pajamas to plates to ornaments. For many collectors, their first Jabba item was the vintage action figure playset. Kenner originally bundled the Hutt with a Salacious Crumb figure and a throne stand with secret storage compartment (below, right).

Early prototypes of the Jabba action figure were based on a different sculpt than the finished product, but as craftsmen worked on the concept, they achieved a better likeness to match the character's on-screen appearance. Kenner even considered a Jabba figure and playset for its short-lived, small-scale Micro Collection line, but that only made it to the prototype stage.

Years later, Kenner created all-new versions of Jabba for the *Power of the Force 2* (above, right) and *The Phantom Menace* (below) action figure lines. The P0TF2 figure was bundled with Han Solo as part of the *Star Wars* Special Edition release. Jabba was updated to match the new computer-generated likeness from the added scene in *Star Wars* Special Edition. For *The Phantom Menace*, Jabba got a new feature more fitting to his persona—he was able to spit out his food in the direction of a gong to start a Podrace!



CUTE JABBA?

Jabba says after 11 months of beautiful failures: There's a Jabba Play-doh set (previous page, left) from Boston of one and that was sold in various countries. While it could not only make a colorful Jabba out of the claylike material, but could also mold other characters from Jabba's court.

On the outer side there's even a Jabba plush toy (below, right) issued as one of Hasbro's Star Wars Bunnies. Also, there's a parody of Jabba in plush called Slabba the Hutt (above, right) part of a "Phantom Mountain" series. Instead of a slug, this selectic crime lord is a dog with a smaller sidekick Chihuahua on his tail playing the part of Salacious Crumb.



Jabba the Hutt prototypes (right and far right)



RETRO continues next page

HOUSING FOOD IN THE HUTT?

Jabba was only referred to as a "cookie jar" in the earliest artwork. But a baby made its first appearance in *Return of the Jedi* (below, right), a scene (found opposite him) in a Jawa the Hutts mug (left page, top left) at Lucasfilm's National Star Wars Letterman Museum Arts Center in 1983. "Jabba" took and it made his first appearance in the last few years. A Jawa the Hutts mug is part of my daily morning coffee ritual and is printed with an appropriate Imperial Industrial Foreign Coffee.

Probably the best designed Jabba cookie jar is a cookie jar made by Star Wars (above, right), which is the perfect shape for a massive stack of cookies, and what better way to do a Jabba the Hutts cookie jar than with a pile of Jabba the Hutts cookies? Among the many Jabba the Hutts products for *Return of the Jedi* was a Jabba the Hutts cookie jar. Few of these are preserved today, and any that are must be about as likely as one would expect from a 24-year-old cookie. For the more health conscious, there was Jabba the Hutts yogurt by Dairy Farm in the U.S. (below), although Jabba's design is a health-conscious food seems a bit ironic.

One of the most talked-about but never produced Jabba collection was a Jabba the Hutts chair (left page, top right) that was considered as a premium for *Paper* in the late 1970s, a prototype is known to exist. One could sit comfortably on his lap for hours or pretend to be his slave.





JABBA'S BLADDERS!

The ultimate JABBA collection is Jabba himself, various KRYZZ bladders, and other parts (shown) from the massive puppet gear for the filming of *Return of the Jedi*. You can find it all in the collectors' market. A puppet this complex is guaranteed to have a range of parts, some of which survive to this day, if not in very good shape.

If parts of an on-screen Jabba puppet don't suit you, the diabolical Jabba fan can dress in the newly-recreated Jabba withstand costume from Rubies Ltd. Doing so parties (thanks to Academy Award winner's has been) been wackier than with this inflatable costume of everyone's favorite gangster. Ba shiddai!

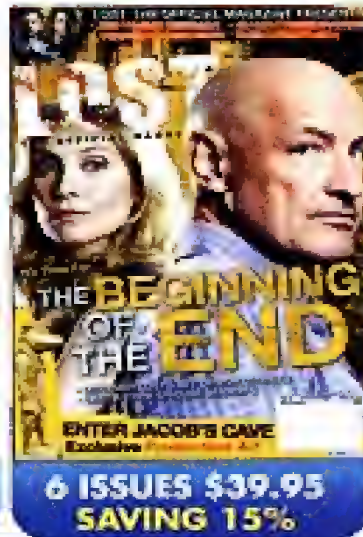
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INCOMING

INSIDER PREVIEWS THE LATEST *STAR WARS* GEAR
YOU WON'T WANT TO MISS! WORDS: CHRIS SPITALE



**MUST
HAVE!**



HASBRO Build-A-Droid

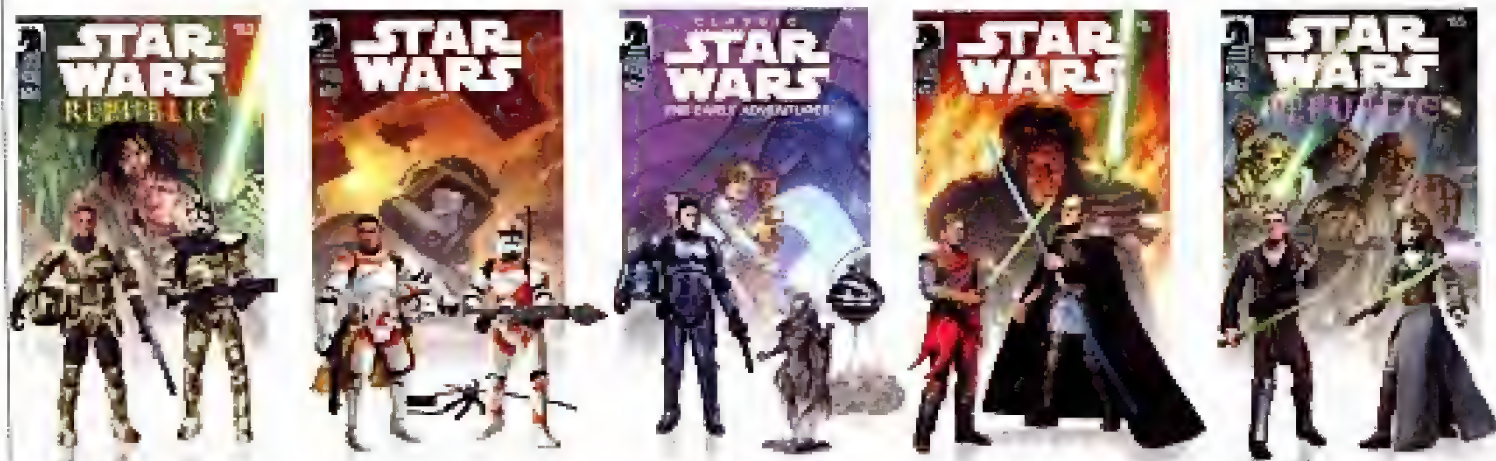
Hasbro continues its popular Build-A-Droid series with a 10th anniversary salute to *The Phantom Menace*. The Episode I themed wave six includes ill-fated Sith Lord Darth Maul, Jedi in training Obi-Wan Kenobi (with soft Jedi robe), a brave Gungan warrior with "larseein" device, Queen Amidala in her royal traveling gown, Mos Espa bounty hunter Rum Sleg, holographic Sith Lord Darth Sidious on mechno-chair, and a two-pack of alien Podracers Clegg Holdfast and Ratts Tyerell.

INCOMING continues next page



STAR WARS: THE CLONE WARS

Wave five of *The Clone Wars* action figure range contains fan favorite bounty hunter Cad Bane, Jedi Padawan Ahsoka Tano in space suit, Jedi Knight Anakin Skywalker with space helmet, and loyal clone trooper Denal. \$7.99. Out now.



COMIC TWO-PACKS

The *Star Wars* Expanded Universe comes to life in wave three of Hasbro's Comic Packs. The new two-packs include: Exar Kun & Ulic Del Droma from *Tales of the Jedi* #6; Jedi Masters Tholme & Tra Saa from *Republic* #65; a pair of black hole stormtroopers from *Classic Star Wars Early Adventures* 1; Bogey Squad (scout trooper and clone trooper) from *Republic* #83; and Commander Cody's lieutenant and trooper from *Routine Valor*. \$12.99. Out Now.

HASBRO EXCLUSIVES!



▲ The all-new dewback and Imperial sandtrooper is patrolling Wal-Mart stores exclusively now! This creature pack retails for only \$29.99.



This exclusive white version TIE fighter with TIE fighter pilot is available now exclusively at Target for \$44.99. ▼

EXCLUSIVE TO
TARGET

GENTLE GIANT



MUST HAVE!



continues next page

▲ Republic Commandos

Gentle Giant stages its own Republic Commando invasion with four unique Delta Squad clone troopers from the LucasArts video game of the same name. The Delta Squad is an elite, heavily-armored clone unit that consists of four hardened, well-trained commandos. Shipping during the fourth quarter of 2009, the Republic Commando mini-busts will be offered at four locations across the globe, as well as directly to Gentle Giant's Premier Guild Members. There is an edition size of only 1,300 each, and there will also be a strictly limited edition box set of all four busts made available exclusively at www.GentleGiantLtd.com



▲ Stormtrooper Commander

Popularized in the blockbuster LucasArts game *The Force Unleashed*, the stormtrooper commander is distinguished by unique blue markings in this high-quality polystone mini-bust. Standing 6.5 inches tall and equipped with a BlasTech E-11 blaster rifle, this *Star Wars* Shop exclusive releases this fall at a retail price of \$59.99 in a strictly limited edition.

◀ Commander Gree

Gentle Giant's next nine-inch animated maquette comes to *Star Wars* fans this winter in the form of Commander Gree. A senior clone commander in the Grand Army of the Republic, Gree comes straight out of *Star Wars: The Clone Wars* and retails for \$90.



ASK LOBOT



That's Wedge Antilles sportin' a beard.



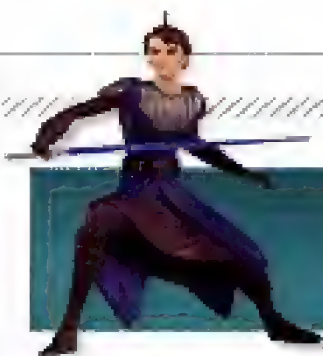
AS RELATED TO LELAND Y. CHEE

Are the mini-rigs from the Kenner line of *Star Wars* toys canon? Have they cropped up in the EU at all?

Alex Forey, London, England

The Kenner mini-rigs, minivehicles, and other small, personal vehicles made later for the Hasbro line, such as the cruise missile trooper and the Trade Federation Armored scout tank are all considered part of canon.

As far as them appearing in the EU, the HLC-3 mobile laser cannon mini-rig appeared in an issue of the *Marvel Star Wars Comics*. The desert salt skiff was dubbed the Desert Sail-20 skiff in the *Geonosis and the Outer Rim Worlds* RPG book. The sand skimmer, Imperial sniper, aide gunner, and ATL interceptor minivehicles all appeared in the *Droids* cartoon, with the interceptor being the inspiration for the Defender starfighter appearing in RPG books and the novel *Specter of the Past*.



HALLMARK Hallmark releases its first animated *Star Wars: The Clone Wars* Keepsakes ornament set featuring Anakin Skywalker and Ahsoka Tano. Released October 10, the limited edition set is available exclusively at Hallmark Gold Crown stores for \$15.



REVELL

Revell releases five new *Star Wars: The Clone Wars* model kits pre-decorated and with all-new tooling. These authentic scaled vehicles will be available this holiday season from toy and hobby shops. The assortment includes Obi-Wan Kenobi's Jedi starfighter, Anakin Skywalker's Jedi starfighter, a Republic gunship, a MagnaGuard fighter, and a V-19 Torrent.

FUNKO

Shipping in October, and just in time for back-to-school season, are four new super-deformed *Star Wars* 4GB Flash Drives from Tyne Machines, powered by Funko. Retail price is \$29.99 each.

MUST HAVE!

KOTOBUKIYA

What happens when lightsabers combine with Japanese culture? Chop Sabers! Suitable for eating sushi or defending the galaxy, the Luke Skywalker and Darth Vader lightsaber chopsticks measure over nine inches, with the blades cast in translucent material. The smaller "children's size" Yoda lightsaber measures about eight inches long. As a special bonus, each set includes translucent *Star Wars* logo chopstick rests. Available in stores December 2009 in the U.S., at a price of \$19.99 for a pack of two.



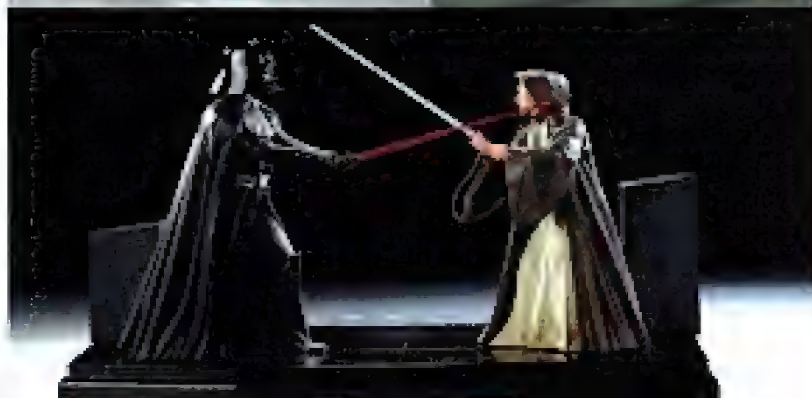
SIDESHOW

Sideshow Collectibles offers its first Clone Wars 12-inch figure: Anakin Skywalker, Jedi Knight and ace starfighter pilot. The figure is priced at \$99.99, includes over 30 points of articulation, and ships during the first quarter of 2010. Sideshow's exclusive edition comes with Jabba's son, Rotta the Huttlet.

Sideshow Collectibles is also introducing its Star Wars 1/2-Scale Bust series, beginning with Clone Commander Cody. A light-up hologram gives added realism to this piece, which stands 18-inches tall and ships during the first quarter of 2010 at \$279.99.

Slightly larger in scale is Sideshow's first Life-Size Darth Vader Bust, created in partnership with the talented artists at Spectral Motion. This piece has been constructed so that the helmet can be removed to reveal Anakin's scarred visage. The bust is crafted in fiberglass, polystone, fabric, and metal for an authentic and realistic representation. Standing over two-feet high, the Darth Vader Life-Size Bust is priced at \$1,249.99.

The Circle is Now Complete Diorama features the classic Obi-Wan Kenobi vs. Darth Vader from *Star Wars: A New Hope*. Each piece is individually hand-painted and finished, each with its own unique quality and detail. Shipping during the first quarter of 2010, it retails for \$314.99. The Sideshow Exclusive Edition includes a printed rigid backdrop to represent the Death Star hangar bay for optional display.



DISNEY

The Darth Vader Racer Case is available this October at Walt Disney World, Florida and Disneyland Resort, California. The Vader Racer Case will come pre-packed with 15 die-cast vehicles inspired by popular *Star Wars* characters, and four of the racers will be exclusive to the set: TC-14, shadow trooper, Shadow Guard, and Wedge Antilles. The case will retail for \$49.95.

Disney will also release three new *Star Wars* Mr. Potato Head characters exclusively at its theme parks. Developed in partnership with Hasbro, the collection compliments the existing *Star Wars* characters that are currently in the Mr. Potato Head line. This series features Chewbacca, Master Yoda, and C3PO. Each character retails for \$12.95.

Disney first introduced *Star Wars* to its Disney Collector Pack Miniature Series in 2005, and this October, it introduces Disney/*Star Wars* Collector Pack #2. This new pack follows the same mix of characters and vehicles from the *Star Wars* saga, Disney universe, and Star Tours attraction. Unique to this series is the Disney Star Tours cast member and Teek. Each pack comes randomly assorted with three characters and retails for \$5.95 per pack. They will be available in October at Walt Disney World and Disneyland Resort. The *Star Wars* characters speak for themselves with Disney's new *Star Wars* Hot Buttons. Each button comes programmed with three classic *Star Wars* character sayings. There are five different characters in the assortment: Darth Vader, Yoda, Chewbacca, C-3PO, and Princess Leia. Each button is sold separately for \$4.95 and all are available now at Walt Disney World and Disneyland Resort.

Everyone's favorite astromech droid is part of the nighttime spectacle with an R2-D2 Light Chaser. Artoo comes complete with spinning lights and authentic droid sounds as his dome spins. Retail price is approximately \$15, and it will be available in October at Walt Disney World and Disneyland Resort. 🌟

VOL. 44

BANTHA TRACKS

**BY THE FANS
FOR THE FANS**

CHEERING FOR THE DARK SIDE

Even though most *Star Wars* fans seem to be basically nice people, we get a real kick out of the dark side. What is it? The allure of a black mask or is it perhaps an attraction to heavy breathing?

Mystery must be part of the draw. Face it, you have an open life. I do too. My friends and family and co-workers pretty much know what I'm about daily, and where I'm going on any given weekend. If you are

of the dark side, however, you check in with no one. Only you know your motives—and it's best that way. You don't have to make a phone call when you arrive at your destination, and no one will have the guts to tell you it's curfew. If you're a good dark side villain chances are you wear a mask or helmet, or tattoo your face beyond all recognition, and no one knows who you really are while you go about your dirty deeds.

Then there's action.

The bad guys go on hunts and battles and seek-and-destroy missions. They are out changing the galaxy and the lives around them. Admittedly it's not for the best, but hey, it's change and they are in the middle of it.

OK, so I am not likely to disappear for a month with my face hidden behind a mask, and I'm definitely not going on any Jedi hunts. But it's fun to imagine I'm a little dark. Come on! Just a little!

Get in Tracks!
Mary Franklin
Editor, *Bantha Tracks*



LEFT: Give me an S! Sith Cheerleaders pose on the *Star Wars* stage at the Lucasfilm pavilion, San Diego Comic-Con International 2007.
Photo by Kathy Skirmont.

GET IN TRACKS!

THE SITH LORD: MISUNDERSTOOD

It's tough being Darth Vader. He can't get a latte without the baristas running and hiding and it's hard to strike up a conversation at the dog park, much less get a date.

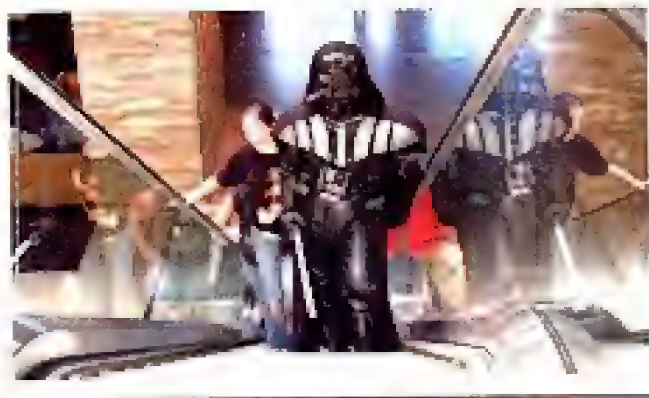
We at *Bantha Tracks* have proof that Darth Vader—at least as represented by fans—is a regular guy doing normal and important things in his day-to-day life!



BELOW: Shopping for comic books with the guys at Salon del Comic in Barcelona, Spain. Photo submitted by Eduard Grau.



BELOW: Riding the escalator at Wizard World, Chicago, August, 2009. Photo by Chris Rhoads. Submitted by Kathy Van Brumingen.



BELOW: Lending his Sith-ly image to hot air balloons, to bring joy to young children including Ella Chen. Photo submitted by Alex Chen



ABOVE: Proposing! Brandon Jackson, who portrays Darth Vader, pops the question to his sweetheart, stormtrooper Beth Nolt, as a surprise right before the 501st photo shoot at San Diego Comic-Con International, 2009. Photo by Karen Louie.

POSTSCRIPT:

San Diego Comic-Con International seems only days ago, but in fact a few months have flown by. My most sincere thanks to the "A-Team" of volunteers who made the *Star Wars* pavilion run like clockwork once again: Larry Barraza, Tom Brink, Annie Carvalho, Tony De Benedetto, Jonathan English, Chris Gereke, Scott Greene, James Floyd, Jesse Hallmark, Terri Hedges, Sam Hernandez, Helen Howerton, Brian Kinoshita, Christine Knapp, Tim Knapp, Karen Louie, Cindi Manning, John Schlusser, Caitlin Shindler, Rogue Shindler, Tim Steff. You guys are the best, and you know I can't do it without you. Thank you!





BANTHA TRACKS: BY THE FANS FOR THE FANS

BANTHA TRACKS VILLAIN ART GALAXY BAD IS BEAUTIFUL!

ANNTAN

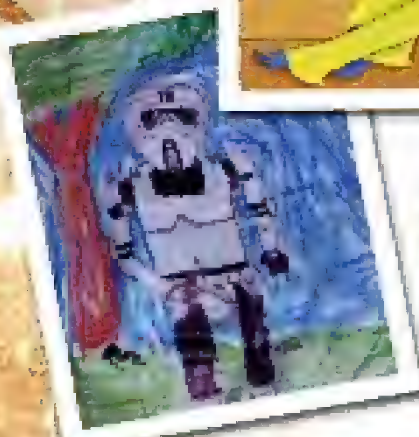
In honor of the 10th anniversary of *The Phantom Menace*, Ismael Alejandro Moreno Osuna of Tijuana, Mexico, chose Twi'lek twins Ann and Tann Gella.

"I just could not pass on the opportunity to draw the twins," writes Osuna. "This is based on an actual photo of models Nida & Nishan Hindes, who played Ann & Tann in *The Phantom Menace*."



Scout Trooper

Scout trooper, artfully drawn by Addison R. of Hoover, Alabama. "It's probably the first good *Star Wars* drawing I have ever done," writes Addison.



Maul

His overall screen time was short, but the riveting image of Darth Maul became the iconic face of Episode I. Maybe only Boba Fett has a larger ratio of fame to screen time. "I was inspired to create this drawing of the baddest Sith Lord around, Darth Maul," writes artist Scott Zambelli. "Here's hoping that George will consider keeping Maul alive when he decides to create a Special Edition for the prequels, and add new scenes!" Zambelli used pen and gray Prismacolor markers on Bristol board for the original, then digitally painted the drawing in Photoshop.

BANTHA TRACKS SUBMISSION GUIDELINES

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of Bantha Tracks. All images should be good enough quality for print (i.e. non-photoshopped at 300dpi screen resolution). Ideal file size approx 1MB per image. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions will not be returned.

Each submission must include the creator's name, age, contact information, date the work was created, and a statement that the work is original, created by the person submitting it, and that the person is a member of the official *Star Wars* Fan Club. Send your electronic files to banthatracks@starwars.com, or send your snail mail to Bantha Tracks, c/o Mary Franklin, P.O. Box 29901, San Francisco, CA 94129.



GET IN TRACKS!



Leia and Jabba
Jabba might be one of the most notorious gangsters of his era, but Princess Leia doesn't look all that intimidated. Of course, we would expect nothing less! Original artwork by Jason Pettz.



Tattoo
Jake Eisenporth of Cambridge, Ontario, Canada, was toying with the idea of getting a Star Wars tattoo, when his girlfriend made it easier for him by getting him a tattoo gift certificate for his birthday.

"I wanted to get the Mythosaur skull that is on Boba Fett's left shoulder tattooed on the left side of my torso," writes Eisenporth. "I had the tattoo done on August 14, and let me tell you it was extremely painful. Now that it's done and looks incredible I could not be happier!"



Vader Grunge

An artist who signs himself "Darth Axumus" sent his interpretation of the most famous of Sith Lords, in a piece he calls "Vader Grunge."

From Vader...

Bound by the Emperor
Bound by the Force
How could I ever
Show my remorse
To my one true love
And take back what I
Did with my gloves
My true hand was hidden
By a misled lust
To view the future
And do what I must do...

Vader Verse by Chris Kertke



Bargain Hunter

Don't get cocky, Fett. Montana artist Jason Williams gives his interpretation of what might have caused Boba Fett's unplanned encounter with the dreaded sarlaac!

BOUNTY HUNTERS

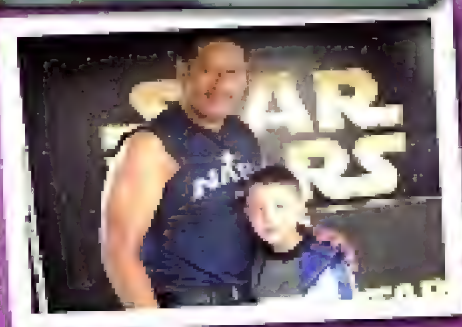
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COOPERATION
KOTOBUKIYA



Hey, he doesn't look like a clone! Jacob meets Dave Filoni, Ashley Eckstein, and Jay Laga'aia!



CLONE MEETS CREATORS!

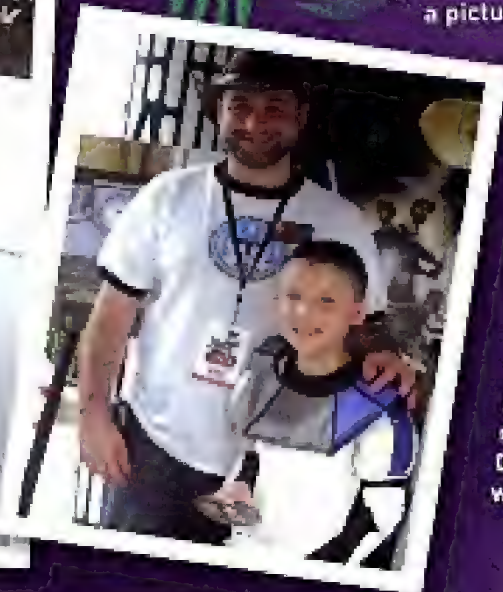
BOUNTY WINNER!

My son, Jacob, attended Disney World's Star Wars Weekend in 2008. His favorite character is Captain Rex but before the *Star Wars: The Clone Wars* movie was released, there were no Captain Rex costumes available, so my wife and I had to make him one! Dave Filoni was so impressed with his costume that he hand-sketched a picture of Rex! Jacob is Dave's

biggest fan and what really made his day was when Dave told him that he was my son's number one fan because of the costume! We had such a great experience that we returned in 2009 and met the lovely Ashley Eckstein (Ahsoka Tano) and Jay Laga'aia (Captain Typho).

Jay Murphy, by email

Awesome stuff Jay! We have no choice but to award Clone Captain Rex, er, we mean Jacob, with a reward this time around!



WE ALSO HEARD
FROM THE
FOLLOWING
BOUNTY HUNTERS...



CATCHING UP WITH CALRISSIAN!

Everyone's favorite Baron Administrator turned general visited Chicago recently to meet with his fans. Billy Dee Williams took a moment out of his busy schedule to pose for this picture with me during a signing session. There were many people there to see him but he was affable and very accomodating with my requests. Thank you, Mr. Williams!

Tony Schneider, by email



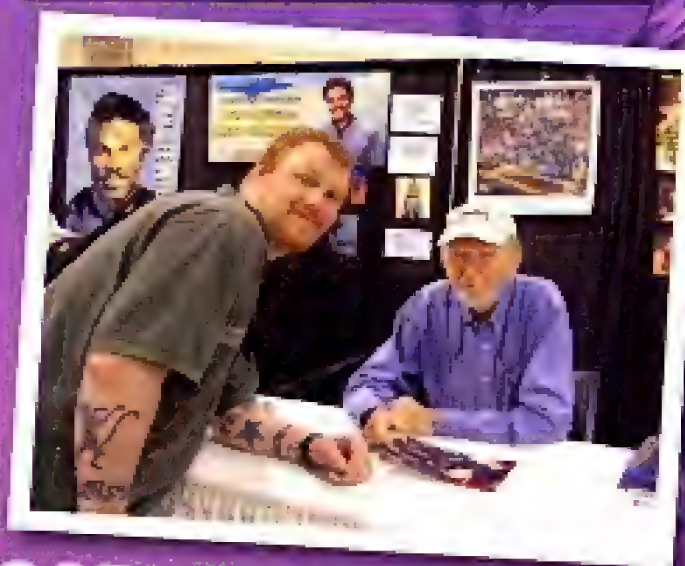
HERE'S LOOKING AT LUKE!

I have been a big *Star Wars* fan for a long time so leapt at the chance of meeting Mark Hamill at Celebration Europe in 2007! It was a great weekend and this is a capture even Boba Fett would be proud of.

Anthony Penton, Hampshire, U.K.

CAN YOU GO ONE BETTER?

DO YOU KNOW NATALIE PORTMAN? ARE YOU FRIENDS WITH FRANK OZ? MAYBE YOU'VE ARM-WRESTLED AHMED BEST? WE WANT TO SEE YOUR PHOTOS! SEND YOUR PHOTOS OF YOUR ENCOUNTERS WITH THE STARS OF *STAR WARS* TO: BOUNTY HUNTERS, *STAR WARS INSIDER* VIA THE CONTACT DETAILS ON PAGE 3 OR EMAIL US AT: STARWARSINSIDER@TITANEMAIL.COM



CAPTURING KERSH!

Here is a picture of myself with *The Empire Strikes Back* director Irvin Kershner at Adventurecon in Knoxville back in 2007. I was lucky enough to meet the great man and got the chance to see many other *Star Wars* stars, including Jeremy Bulloch in full Boba Fett gear crashing a wedding!

Matthew Chrismon, by email



WHAT THEY SAID

The white corridor into which the film's main villain Darth Vader makes his spectacular entrance was a late addition to the movie. Lucas directed production designer John Barry to construct the additional hallway in which he need to stage the opening gun-battle.

"That created a whole big ruckus with Fox, because it cost a lot more money. Ultimately, as the director, if you decide it is vital to the film, it is vital to the film. We had to have it: I couldn't make the movie with half a set. I was very concerned that the opening, the first interior of the film, be spectacular and look opulent, and not just be a set redress. So John built a new white set."

George Lucas, *The Making of Star Wars: The Definitive Story Behind the Original Film*

WHY IT'S A CLASSIC....

The first entrance of Darth Vader in *Star Wars* needed to be spectacular. The script had to establish the menace of the main villain of the movie immediately, and in a few broad brush strokes. The all-black suit contrasted wonderfully with the already intimidating all-white armored stormtroopers and the antiseptic white corridors of the Rebel Blockade Runner (a last minute addition, see: What They Said). Vader had instant presence and a cruel authority, which he wasn't hesitant to use against the Rebel crew and his own stormtroopers in order to achieve his aims. John Williams' musical fanfare accompanying his entrance helped immensely, too. Then the sounds of battle fell silent as the Dark Lord of the Sith surveyed the scene, the only sound being the eerie breathing noises coming from within that all-enclosing helmet. Then came the chilling voice and its expression of a single-minded aim: Find the Ambassador and find the plans, nothing else matters. Vader enjoyed a slew of classic moments throughout the *Star Wars* saga, but few of them were as important as this first entrance: It established everything we needed to know about the character in under a minute of screen time.

1977 Script

INT. REBEL BLOCKADE RUNNER—MAIN HALLWAY.

The awesome, seven-foot-tall Dark Lord of the Sith makes his way into the blinding light of the main passageway. This is Darth Vader, right hand of the Emperor. His face is obscured by his flowing black robes and grotesque breath mask, which stands out next to the fascist white armored suits of the Imperial stormtroopers. Everyone instinctively backs away from the imposing warrior and a deathly quiet sweeps through the Rebel troops. Several of the Rebel troops break and run in a frenzied panic.

INT. REBEL BLOCKADE RUNNER—CORRIDOR

The evil Darth Vader stands amid the broken and twisted bodies of his foes. He grabs a wounded Rebel Officer by the neck as an Imperial Officer rushes up to the Dark Lord.



ENTER DARTH VADER

CLASSIC MOMENT

*STAR WARS: EPISODE IV
— A NEW HOPE*

— HAN SOLO

WHAT THEY SAID

"On the very first shot we did, I had to walk up a corridor. The camera was following me on track going all the way up the corridor. I had decided that Vader would have a brisk, purposeful stride, meaning that everybody had to trot quickly beside me to keep up. I strode to the end of the corridor and George Lucas said, 'Sorry David, you've got to slow down. The camera can't keep up with you!'"

David Prowse, Darth Vader,
Star Wars Insider #108

IMPERIAL OFFICER: The Death Star plans are not in the main computer.

Vader squeezes the neck of the Rebel Officer, who struggles in vain.

VADER: Where are those transmissions you intercepted?

Vader lifts the Rebel off his feet by his throat.

VADER: What have you done with those plans?

REBEL OFFICER: We intercepted no transmissions. Aaah... This is a consular ship. We're on a diplomatic mission.

VADER: If this is a consular ship... where is the Ambassador?

The Rebel refuses to speak but eventually cries out as the Dark Lord begins to squeeze the officer's throat, creating a gruesome snapping and choking, until the soldier goes limp.

Vader tosses the dead soldier against the wall and turns to his troops.

VADER: Commander, tear this ship apart until you've found those plans and bring me the Ambassador. I want her alive!

The stormtroopers scurry into the sub-hallways. 🗡️

NEXT TIME: "IT'S ALWAYS A PLEASURE TO MEET A JEDI!"

STAR WARS SHOP[™].com

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Star Wars: The Clone Wars Retro Logo T-Shirt



*An Exclusive
T-Shirt Celebrating
the Entire
Star Wars Saga!*

In Stock Now!

Price: \$15.99

Adapted from the original 1976 Ralph McQuarrie-designed triangular logo of Luke against a fiery red planet, StarWarsShop has re-imagined a *Star Wars: The Clone Wars* version of this iconic symbol featuring Anakin and *The Clone Wars* title!

Used on production materials and crew T-shirts during the 1976 production of *A New Hope*, Ralph McQuarrie's triangular logo has become an instantly-recognizable icon among fans in-the-know, symbolizing the formative era of the *Star Wars* Saga. Simple yet elegant, the design has been successfully translated for the new era of *Star Wars: The Clone Wars*!

Composed of elements from McQuarrie's original illustration and new artwork of Anakin from Lucasfilm Animation, the triangle icon has been silk-screened onto the same yellow-tone style T-shirt that the original 1976 crew T-shirts were printed on. This is a great tee for all fans!

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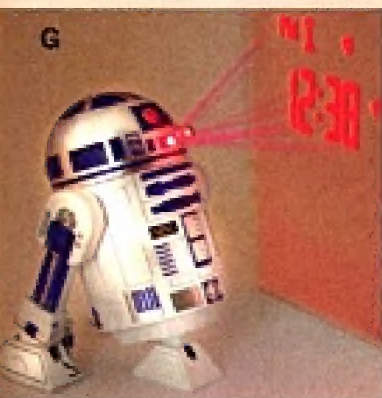
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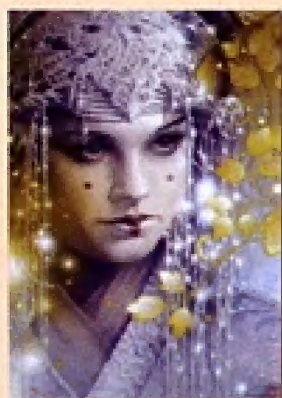
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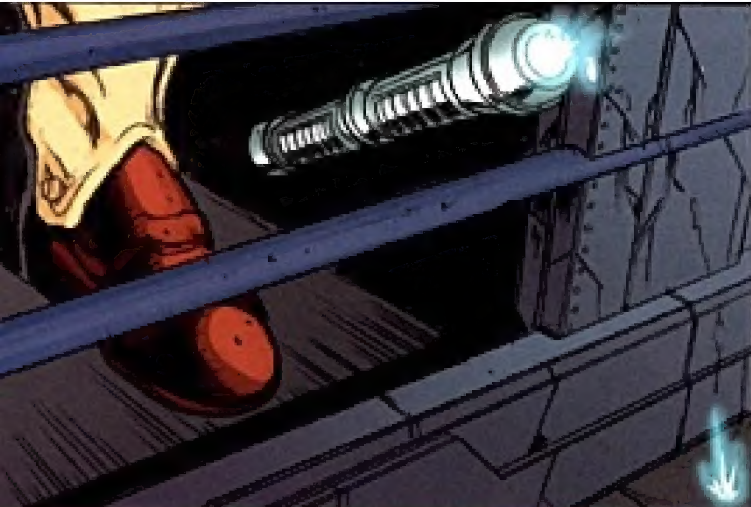
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